METAL GEAR SOLID

The Digital Documents of the
METAL GEAR ARCHIVE

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METAL GEAR
ARCHIVE

Get briefed on *Metal Gear*, a series with a history spanning over 35 years

Since 1987's *Metal Gear*, close to 30 games have been released in the series, from numbered entries to spin-offs and ports. Let's take a look back at what defines the main titles.

Pillar No. 1 | Game systems that revolve around stealth

In the late 1980s, action games were designed around taking out enemies. *Metal Gear* turned this concept on its head, presenting a game where you had to hide from the enemy. It featured an everyman protagonist, limited gear, enemies who would call for backup... Though the series's style has evolved as hardware has advanced, one thing that's never changed is the thrill of infiltration.

◀*Metal Gear* laid the foundation for stealth games.

Complete your missions with a wide range of weapons and items at your disposal!

Tranquilizer guns, cardboard boxes, remote-controlled missiles, the Infinity Bandana, stealth camo... Players have always had a big arsenal of gear to play with, offering all sorts of tactical options.

▲The iconic cardboard box has been a series staple from the start.

◀Indispensable to staying out of sight, the radar has taken on a variety of forms according to the in-game time period.

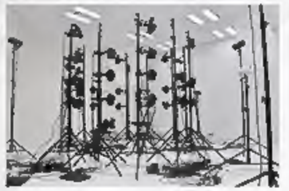
Pillar No. 2 | Storylines with themes that shine a light on real issues

Be it nuclear proliferation and the blind spots of deterrence, the dangers of genetic engineering, energy crises... The *Metal Gear* series has incorporated into its themes various challenges faced by the real world today and at previous times in history. These topics are fleshed out by the cast of characters' clashing convictions.

◀The stories tie in with real events.

Pillar No. 3 | Cinematic sequences and camerawork

Metal Gear Solid took the presentation of the original two titles to the next level, incorporating staging and camerawork previously only seen in film and television. With each subsequent entry, the development process shifted to one ever more cinematic.



▲*MGSV*'s cutscenes were created much like a real film.

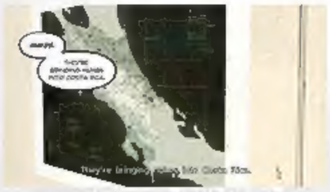
Pillar No. 4 | A saga that tells a tale of two snakes

Naked Snake (Big Boss) and Solid Snake. These two snakes with differing ideologies fight for their beliefs in a saga spanning past, present, and future.

▲The stories are enriched by all the characters the snakes encounter.

Pillar No. 5 | Metal Gears and the threat of nuclear weapons

The titular Metal Gear is the name for a nuclear-equipped walking battle tank. A symbol of the terrible power nuclear weapons possess, the snakes go up against these machines throughout the series.



▲Confronting the threat posed by nuclear weapons.

Pillar No. 6 | Detailed mechanics and tons of Easter eggs

From ghosts appearing in photos the player can take, to distracting guards with naughty magazines, the games are packed with fun gameplay mechanics and Easter eggs. Some titles even had elements that utilized their packaging.

▲Many of the mechanics can be difficult to discover on a normal playthrough.

The Evolution of the *Metal Gear* Series

The *Metal Gear* series has always strived to offer new gaming experiences with each subsequent title. Next, let's examine the history of numbered releases and related titles with a summary of each.

◀*MGSV:TPP* was the first open-world game in the series.

Metal Gear Titles — : Main Titles : Related Titles

Year	*Metal Gear* Titles
1987	*Metal Gear*
1988	*Metal Gear* (NES Version)[1]
1990	*Snake's Revenge*
	Metal Gear 2: Solid Snake
1998	*Metal Gear Solid*
1999	*Metal Gear Solid: Integral*
2000	*Metal Gear Solid* (GBC Version)
2001	*Metal Gear Solid 2: Sons of Liberty*
2002	The Document of *Metal Gear Solid 2*
	Metal Gear Solid 2: Substance
2004	*Metal Gear Solid: The Twin Snakes*
	Metal Gear Solid 3: Snake Eater
	Metal Gear Acid
2005	*Metal Gear Acid 2*
	Metal Gear Solid 3: Subsistence
2006	*Metal Gear Solid: Digital Graphic Novel*
	Metal Gear Solid: Portable Ops
2007	*Metal Gear Solid: Portable Ops Plus*
2008	*Metal Gear Solid 4: Guns of the Patriots*
2010	*Metal Gear Solid: Peace Walker*
	Metal Gear Arcade
2011	*Metal Gear Solid: Peace Walker - HD Edition*
	Metal Gear Solid: HD Collection
2012	*Metal Gear Solid: Snake Eater 3D*
	Metal Gear Solid Social Ops
2013	*Metal Gear Rising: Revengeance*
2014	*Metal Gear Solid V: Ground Zeroes*
2015	*Metal Gear Solid V: The Phantom Pain*
2016	*Metal Gear Solid V: Ground Zeroes + The Phantom Pain*
2018	*Metal Gear Survive*

The series' first entry was built around a new gameplay concept—stealth

Under orders from FOXHOUND commander Big Boss, Solid Snake infiltrates Outer Heaven and destroys Metal Gear.

◀After Snake takes out TX-55 Metal Gear, Big Boss reveals himself to be the mastermind behind the incident.

Set four years after the first game, Snake is back on a new infiltration mission

The military regime of Zanzibar Land threatens the world with its nuclear arsenal. Snake sneaks into the country and takes down its leader, Big Boss.

◀Snake left FOXHOUND, but is called back into action by Campbell, the unit's new commander.

*The copyright information on each title's packaging is for the original sale dates and differs from current copyright information.
[1]*Metal Gear* (NES Version) went on sale in Europe in 1989.

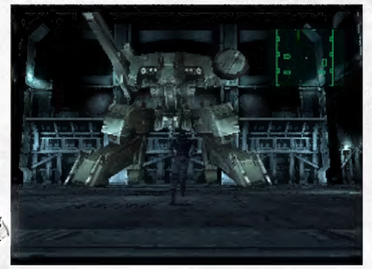
SOLID SNAKE

Infiltration specialist. Since leaving FOXHOUND, Snake had been living in retirement in Alaska.

The first 3D entry in the series, added height and depth to stealth

Six years after the events of *Metal Gear 2*, special forces unit FOXHOUND captures the nuclear weapons disposal facility on Shadow Moses Island in an armed revolt. Solid Snake is tasked by the U.S. government with infiltrating the facility and stopping Liquid Snake. This entry built on the concepts introduced in *MG* and *MG2* while seeking to create a new kind of gaming experience only possible in 3D.

▲Snake links up with Meryl. He must battle FOXHOUND's renegades.



◀Liquid, leader of the terrorists, prepares to use Metal Gear REX to launch a nuclear strike.

Related Works

> *Metal Gear Solid: Integral*[1]

As its subtitle suggests, this is an upgraded version of the original game with numerous new features, including a fully fledged VR training mode, the ability to play the game in First Person View, and much more.

◀VR training offers a total of 300 stages.

> *Metal Gear Solid: The Twin Snakes*

A remake of *MGS* released in 2004. In addition to enhanced graphics, its gameplay is based on that of *MGS2*.

◀Cutscenes differed in taste from the original game.

Abbreviations **MG**—Metal Gear **MG2**—Metal Gear2 Solid Snake **MGS**—Metal Gear Solid **MGS2**—Metal Gear Solid 2: Sons of Liberty **MGS3**—Metal Gear Solid 3: Snake Eater **MGS4**—Metal Gear Solid 4: Guns of the Patriots **MGS:PW**—Metal Gear Solid: Peace Walker **MGSV:GZ**—Metal Gear Solid V: Ground Zeroes **MGSV:TPP**—Metal Gear Solid V: The Phantom Pain **MGO**—Metal Gear Online

[1]*Integral* was only sold in Japan.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2
SONS OF LIBERTY

Metal Gear Solid 2: Sons of Liberty
■Released in 2001

Snake and Raiden go up against the machinations of the Patriots

SOLID SNAKE
A legendary hero who's saved the world from Metal Gear three times over. Infiltrates the tanker.

RAIDEN
New recruit of special forces unit FOXHOUND. Though he has a decent amount of VR training under his belt, this is his first real mission.

Divided into Tanker and Plant Chapters, the game opens two years after the events of *MGS*, with U.S. Marines secretly transporting a new Metal Gear. Snake and Raiden take on separate infiltration missions.

Tanker Chapter — Infiltrate the disguised tanker

Snake boards the Marines tanker and discovers Metal Gear RAY in the holds, but Ocelot steals it and sinks the ship (the Tanker Incident).

▲Snake gets into a gun battle with Olga Gurlukovich.

Plant Chapter — Face off against terrorists on the Big Shell

Set two years after the Tanker Chapter, Raiden infiltrates offshore decontamination facility the Big Shell, which has been captured by an armed group led by Solidus Snake (the Big Shell Incident).

▲Solidus attempts to kill Raiden in order to achieve his goal.

Related Works

>*The Document of Metal Gear Solid 2*

A making-of disc featuring *MGS2* development materials, special VR missions, trailers, commercials, and much more.

◀Players can view previously unseen content, such as artwork and 3D models from early on in development.

>*Metal Gear Solid 2: Substance*

This "substantially" upgraded version adds VR missions, five short stories known as Snake Tales, and more.

▲Features new modes such as Alternative Missions and Snake Tales.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 3
SNAKE EATER

Metal Gear Solid 3: Snake Eater
■Released in 2004

Depicts the birth of Big Boss against the backdrop of the Cold War

Set in 1964, the earliest point in the series, Naked Snake (Big Boss) undertakes two missions that test him in ways he never expected. The genesis of the *Metal Gear* series.

NAKED SNAKE
Member of the CIA's FOX special forces unit, he is also the last apprentice of legendary hero The Boss.

THE BOSS
A WWII hero hailed as "the Mother of Special Forces," she defects to the Soviet Union during the game's prologue mission.

The Virtuous Mission — Get in and get Sokolov out

Snake infiltrates Soviet territory to help a scientist called Sokolov defect, but the mission ends in failure when Snake's mentor, The Boss, betrays him, and Sokolov is taken away by the GRU, the Soviet Union's military intelligence agency.

▲Sokolov is the key figure in the development of a new weapon.

Operation Snake Eater — A showdown with The Boss awaits

Snake must sneak back into the same Soviet territory to destroy a weapon called the Shagohod and eliminate The Boss after she betrayed the U.S. He completes his mission and is awarded the title of Big Boss.

▲Snake learns the shocking truth behind The Boss's betrayal.

Related Works

>*Metal Gear Solid 3: Subsistence*

This upgraded version's subtitle was inspired by one of the game's themes, survival. Additions include a new gameplay camera and the Demo Theater, which lets players replay any of the game's cutscenes.

◀It also includes ports of *Metal Gear* and *Metal Gear 2: Solid Snake*.

Metal Gear Online

▲*Subsistence* offered online competitive multiplayer for the first time in the series. Up to eight players could battle it out across five game modes.

Metal Gear Solid 4: Guns of the Patriots
Released in 2008

Snake returns as Old Snake in his shocking final mission

Five years after the events of *MGS2*, Campbell asks Solid (Old) Snake to take out Liquid Ocelot in one last mission. The truth behind the Patriots, Les Enfants Terribles, and so much more is finally revealed.

▲ Although an ordinary man in his condition would be bedridden, Snake sneaks through battlefields around the world to stop Liquid Ocelot.

OLD SNAKE

Though only 41 or 42, he looks and feels far older due to the effects of the genetic engineering that created him.

Metal Gear Mk. II

Remote mobile hardware developed by Otacon and Sunny.

◀▼Facing off against the Beauty and the Beast Corps. The final battle is an epic hand-to-hand contest with Liquid Ocelot.

Taking on players around the world in *Metal Gear Online*

MGS4 included a new version of *MGO* that combined *MGS4*'s controls and mechanics with lessons learned from *Subsistence*'s multiplayer. It featured new modes and maps, the maximum number of players was doubled from 8 to 16, and rewards and character customization were introduced.

◀The new SOP system put greater weight on teamwork.

◀Players could employ extreme tactics like using catapults to launch themselves further afield.

Metal Gear Solid: Peace Walker
Released in 2010

An army without borders

Ten years after the events of *MGS3*, Big Boss has built an army belonging to no nation. Operating out of Colombia, he is approached by Gálvez and Paz, two individuals from Costa Rica, a country without a military. They ask him to investigate and eliminate a mysterious paramilitary force that has appeared there.

◀Big Boss initially declines, but things take a turn when new information about The Boss comes to light.

◀He learns about Coldman's plan and battles the nuclear-equipped Peace Walker.

BIG BOSS (SNAKE)

A former member of the CIA's FOX special forces unit, he is already a charismatic figure to soldiers around the world.

◀By gathering soldiers and assigning them to teams, the organization's capabilities expand.

◀Mother Base, Big Boss's base of operations, gradually grows.

Join forces with combat buddies in ad hoc co-op

In addition to competitive multiplayer, *MGS:PW* lets players work together in "CO-OPS" missions. They can share weapons, ammo, and health, and even revive fallen allies with CPR. Players can also compete for the fastest mission completion times.

◀Competitive multiplayer offers four 3v3 modes.

◀Up to four players can team up to take on some formidable foes.

METAL GEAR SOLID V GROUND ZEROES

Metal Gear Solid V: Ground Zeroes
Released in 2014

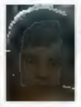
A mission to free Chico and Paz has an unexpected ending...

Paz, who appeared to die in *MGS:PW*, is confirmed to have survived and is being held on a U.S. military base in Cuba. Chico attempts to rescue her, but ends up getting captured himself. It's then up to Big Boss to get them both out.

BIG BOSS (SNAKE)

Combat and infiltration specialist who leads his own private army. Having previously put a stop to the Peace Walker Project and Paz's subsequent revolt, Big Boss now sets out to extract her.

◀After Big Boss gets Chico and Paz out, his base comes under attack.



CHICO

A young fighter with Nicaraguan revolutionaries, he is captured while trying to rescue Paz.

PAZ

Hijacks Metal Gear ZEKE, but her attempt to go against Big Boss fails. Now being held on a U.S. military base.

Extra Ops offer some throwback twists

This pair of scenarios transcends gaming boundaries—in the Déjà Vu mission, players must recreate the same scenes depicted in a set of mysterious photos. The Jamais Vu mission has players take control of Raiden to combat intelligent lifeforms known as Snatchers[1].

◀When players recreate a scene from *MGS*, graphics and dialogue from that game pop up.

◀Raiden returns to the battlefield, swapping his blade for a gun.

[1]Originally featured in the 1988 graphic adventure game *Snatcher*, these enigmatic bioroids kill humans and take their place in society.

METAL GEAR SOLID V THE PHANTOM PAIN

Metal Gear Solid V: The Phantom Pain
Released in 2015

The formation of Diamond Dogs begins a path of retribution

Nine years after the events of *MGSV:GZ*, Venom Snake stars in a new chapter of the *Metal Gear* series. Looking to get payback against Cipher, the private intelligence agency that killed most of his comrades and grievously wounded him, where will the depths of vengeance take him?

VENOM SNAKE

The protagonist of *MGSV:TPP*. After waking up from a nine-year coma, he builds Diamond Dogs and goes after Skull Face and Cipher in a quest for vengeance.

ELI

Grows up to become Liquid Snake. Driven by a thirst for revenge, he leads a rebellion against Venom Snake.

SKULL FACE

Commander of XOF, Cipher's strike force, and the man responsible for the attack on Mother Base.

◀Skull Face activates Sahelanthropus, a new Metal Gear.

Featuring *MGO* and FOB Missions, two distinct online modes

In addition to 8v8 *MGO*, *MGSV:TPP* offers FOB (Forward Operating Base) Missions, a 1v1 cat-and-mouse multiplayer mode that takes place on online bases players have built.

◀In this version of *MGO*, players choose a class, meaning roles on the battlefield are defined.

◀The strength of an FOB's defenses determine how easily you can slip in undetected or fight off an intruder.

OTHERS

Metal Gear (NES Version)

Released in 1988

First release for a console

The first title in the series developed for a home console, it featured a signifiant number of changes from the original version.

Snake's Revenge

Released in 1990

An alternate sequel to *MG*

A follow-up to the console version of *MG*. Released only in the West, this spin-off had a different story from that of *MG2*.

Metal Gear Solid (GBC Version)

Released in 2000

Infiltrate the fortress Galuade!

Seven years after *Metal Gear*, armed separatists have seized a new Metal Gear prototype. It's up to Solid Snake to navigate a heavily guarded fortress and put a stop to them.

◀The first portable entry in the series. Besides a story mode, it also offered a two-player competitive mode.

◀At the end of a long, brutal mission, Snake takes on Metal Gear Gander.

▶Since retiring, Snake had been living a solitary life in Alaska.

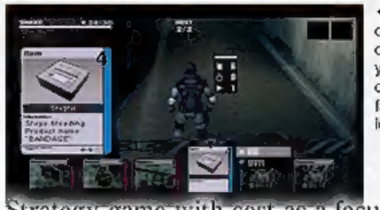
*All copyright information displayed on the game screen is from the original time of release and differs from current copyright information.

Metal Gear Acid

Released in 2004

Infiltration missions with a card game twist

This title blended the series's stealth action with card game elements, with all player actions determined by cards. To progress in this static strategy game, players had to choose the right combination of cards, as well as the order in which to use them.



◀The lower the cost of your cards, the sooner your turn, making cost a crucial factor when selecting cards.

Strategy game with cost as a focus

◀In addition to weapons and items, there are also character cards.

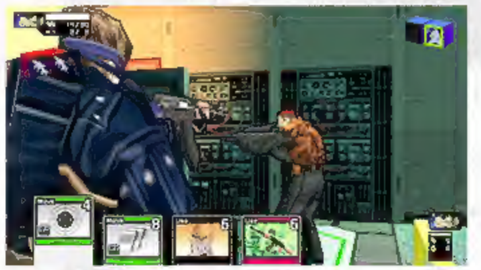
▶In 2016, Solid Snake infiltrates Lobito Island.

Metal Gear Acid 2

Released in 2005

A sequel offering multiplayer and 3D visuals

This sequel to *Metal Gear Acid* greatly expanded the number of cards, and the visuals and controls also received an upgrade. Multiplayer card battles were added, and the Solid Eye cardboard scope bundled with the game let the player view gameplay and cutscenes in 3D.



American comic style visuals

◀Graphics were redone in the style of American comics. The peek-in scope also provided a 3D effect.

◀The original's complex controls were made more intuitive, and movement became more seamless.

Metal Gear Solid: Portable Ops

■Released in 2006

The birth of FOXHOUND, the unit created to hunt down FOX

Six years after the events of *MGS3*, the FOX unit instigates a revolt on Colombia's San Hieronymo Peninsula. No longer with the unit, Big Boss teams up with Campbell to form FOXHOUND and eliminate FOX. Though this title is a spin-off of sorts, it depicts events that tie into the series canon.

◀Snake squares off against Metal Gear RAXA, developed by Sokolov.

◀Big Boss meets a young Roy Campbell while imprisoned.

Also has Wi-Fi multiplayer!

◀Soldiers can be recruited at Wi-Fi hotspots. Some hotspots even offer special soldiers.

Metal Gear Rising: Revengeance

■Released in 2013

Raiden "cuts and takes" out the trash

Set a little over three years after *MGS4*, Raiden is now a cyborg working for a private military company. A personal protection mission ends in disaster when he and his team are ambushed by rival PMC Desperado. Losing an eye and an arm, Raiden swears vengeance against Desperado and Jetstream Sam, the man who attacked him.

Raiden employs the zandatsu ("cut and take") technique!

◀Slice enemies in half and grab their fuel cells to recover health.

◀Armed with his high-frequency blade, Raiden is back as a sword-wielding protagonist.

▶A wealth of DLC was also released, including VR missions offering a wide range of gameplay.

Metal Gear Survive

■Released in 2018

A survival spin-off set in a ruined world

This spin-off takes the action elements of *MGSV:TPP* and rebuilds them into a survival action title. Features a single-player mode, in which you must escape a devastated planet, and tower defense and rescue mission co-op modes.

▲One soldier who fought under Big Boss must rescue their compatriots in a world crawling with mysterious creatures.

Work together to survive

▲Expanding and fortifying base camp is critical.

◀Features two types of co-op modes.

Metal Gear Solid: Digital Graphic Novel

■Released in 2006

The story of *MGS* in comic form!

This digital comic was subtitled Bande Dessinée (French for "comic") in Japan.

◀Rather than rely on static images, the game presents the story using animations and sound. It also contains a data base and a character relationship diagram.

Smartphone and Arcade Titles

Other titles include *Metal Gear Solid* Touch and *Metal Gear Solid: Social Ops*[1] for smartphones, and arcade game *Metal Gear Arcade*.

▶The missions in *Metal Gear Solid Touch* are based on locations from *MGS4*.

▲This arcade version of *MGO* also featured online play.

[1]Only available in Japan.

The World of *Metal Gear* and How It Ties in with Ours

The Metal Gear series weaves actual events into its narratives, heightening the games' realism. What follows is a combined timeline of events in the games and in the real world, complete with breakdowns of keywords.

METAL GEAR Series Chronology

Key: ○Historical facts ■*Metal Gear* series-related entries □Spin-off titles

Year	Main Events
192X	■ The Boss is born
1935	■ Jack (Naked Snake/Big Boss) is born
193X	■ The last of the Philosophers dies
1939	○ In a letter to President Roosevelt, Einstein recommends development of an atomic bomb ○ World War II breaks out
1941	○ U.S.: The Office of Scientific Research and Developmennt (OSRD), S-1 Section is established to develop an atomic bomb ○ U.K.: The army establishes the SAS (Special Air Service)
1942	○ U.S.: President Roosevelt officially approves the Manhattan Project, the goal of which is the development of an atomic bomb. Plutonium production starts ■ Otacon's (Hal Emmerich's) grandfather participates in the Manhattan Project ○ Germany: The world's first ballistic missile, the V2, is successfully launched ○ Physicist Enrico Fermi succeeds in a fission chain reaction experiment in a nuclear reactor ■ The Boss establishes the Cobra Unit during the Battle of Stalingrad ■ Code Talker helps the US military devise its code talker cryptography
1944	■ Allied forces deploy the Cobra Unit in the Normandy landings
1945	○ U.S.: The world's first atomic bomb test takes place in Alamogordo, New Mexico ○ U.S.: Atomic bombs are dropped on Hiroshima and Nagasaki, Japan ○ World War II comes to an end ■ Huey (Otacon's father) is born
1946	○ U.S.: General-purpose electronic digital computer ENIAC is unveiled
1947	■ The Cobra Unit is disbanded ○ U.S.: The Central Intelligence Agency (CIA) is established
1950	○ The Korean War breaks out ■ The Boss takes part in the Korean War. Jack becomes her apprentice
1951	○ U.S.: An atomic bomb test is conducted with the participation of ground troops in the Nevada desert ■ The Boss participates in the test and is exposed to a substantial amount of radiation
1952	○ U.S.: The National Security Agency (NSA) is established ○ U.S.: The Army establishes the 10th Special Forces Group (10th SFG)
1953	○ U.S.S.R.: Khrushchev becomes First Secretary of the Communist Party ○ James Watson & Francis Crick discover the double helix structure of DNA
1954	○ U.S.: Launch of the world's first nuclear-powered submarine, the USS Nautilus. ○ U.S.: Hydrogen bomb test at Bikini Atoll. Crew of the Daigo Fukuryu Maru are exposed to radiation ■ Naked Snake is also exposed to radiation in the same test ○ U.S.S.R.: The KGB (Committee for State Security, attached to the Council of Ministers) is established
1955	○ Einstein dies ○ The Russell-Einstein Manifesto is issued, appealing for the abolition of nuclear weapons and the peaceful use of science and technology ○ Japan: First meeting of the Japan Council against Atomic and Hydrogen Bombs held in Hiroshima
1957	○ U.S.S.R.: Successful launch of the world's first artificial satellite, Sputnik 1 ○ U.S.: Successful launch of the first intercontinental ballistic missile (ICBM)
1958	○ U.S.: The National Aeronautics and Space Administration (NASA) is born from National Advisory Committee for Aeronautics (NACA)
1959	○ Fidel Castro and Che Guevara's Cuban Revolution succeeds ■ U.S.: The Boss participates in the Mercury Project manned space flight program
1960	○ A U.S. U-2 reconnaissance aircraft invades Soviet airspace ○ U.S.S.R.: A trade assistance agreement with Cuba is signed ■ U.S.: Two NSA code breakers (ADAM and EVA) defect to the Soviet Union
1961	○ U.S.: Diplomatic relations with Cuba are severed ○ U.S.S.R.: Yuri Gagarin, traveling in Vostok 1, becomes the first person to journey into outer space ■ On the same day and at almost the same time as Gagarin's flight, The Boss goes into space in an unofficial manned space-flight test for the U.S. ○ U.S.S.R.: Detonation test of the Tsar Bomba, the largest hydrogen bomb ever created ○ Germany: Construction of the Berlin Wall begins
1962	○ U.S.: A U-2 reconnaissance aircraft confirms Soviet missiles in Cuba, leading to the Cuban Missile Crisis ■ Sokolov defects to the West, but is later returned to the Soviet Union under a secret agreement between President Kennedy and First Secretary Khrushchev (in exchange for the Soviet Union's withdrawal from Cuba)
1963	○ U.S.: The Partial Test Ban Treaty is signed by the United States, the United Kingdom, and the Soviet Union ○ U.S.: President Kennedy is assassinated
1964	■ US: The CIA's FOX special forces unit carries out the Virtuous Mission and Operation Snake Eater. Naked Snake infiltrates Soviet territory and completes both missions. He eliminates The Boss and is awarded the title of Big Boss [*Metal Gear Solid 3: Snake Eater*] ■ A comatose Volgin is transferred to a research facility on the outskirts of Moscow ■ Code Talker begins studying The End's body ○ U.S.S.R.: Khrushchev is removed from power
1965	○ U.S.: Bombing of North Vietnam begins ■ Sigint joins the U.S.'s Defense Advanced Research Projects Agency (ARPA, later DARPA). He is involved with the creation of ARPANET
1967	○ China: First hydrogen bomb test conducted
1968	■ EVA disappears in Hanoi ○ U.S.S.R.: Launches an invasion of Czechoslovakia
1969	○ The first Strategic Arms Limitation Talks (SALT I) begin between the United States and the Soviet Union ○ U.S.: Apollo 11 achieves the first manned moon landing ○ U.S.: ARPA develops ARPANET, the basis for the internet
1970	■ Zero disbands FOX ○ The Treaty on the Non-Proliferation of Nuclear Weapons (NPT) comes into effect □ After leaving FOX, Big Boss is imprisoned in an unknown Eastern military facility in South America, where he meets Roy Campbell. They form FOXHOUND to hunt the FOX unit members that instigated the coup there and bring a stop to it. Big Boss then destroys Metal Gear RAXA, a ballistic Metal Gear prototype that had been deployed there (San Hieronymo Peninsula Incident) [*Metal Gear Solid: Portable Ops*]
1971	○ U.S.S.R.: Successful launch of the first space station, Salyut 1 ■ Big Boss establishes special forces unit FOXHOUND
1972	■ The Les Enfants Terribles project begins. Clones of Big Boss, Eli (Liquid Snake) and David (Solid Snake), are born ■ Big Boss parts ways with Zero ■ Big Boss forms a private army with Kazuhira Miller in Colombia ○ U.S.: Apollo 17 marks the end of the Apollo program ○ The United States and the Soviet Union sign SALT I. The second Strategic Arms Limitation Talks (SALT II) begin
1973	○ U.S.: The Skylab space station is launched ○ U.S.: Ground forces withdraw from Vietnam ■ Code Talker discovers primordial microorganisms (archaea) that metabolize uranium
1974	○ SALT II agreement reached in principle ○ India: Nuclear test conducted ○ Japan: Former Prime Minister Sato receives the Nobel Peace Prize for his advocacy of the Three Non-Nuclear Principles ■ Hot Coldman, CIA station chief of Central America, conducts the Peace Walker project in Costa Rica. Big Boss, together with his private army, destroys the nuclear weapon of the same name, putting an end to the endeavor. He then builds Metal Gear ZEKE as a deterrent, but it is stolen by a spy, Paz, and ultimately destroyed by Big Boss's own hand [*Metal Gear Solid: Peace Walker*]. ■ Paz, who had gone missing after the incident, is captured by Cipher on suspicion of being a double agent
1975	■ Big Boss learns Paz is alive. To rescue her from Cipher, he heads to a U.S. military base on the southern tip of Cuba. He succeeds in getting her out and makes it back to Mother Base, but is injured during XOF's attack on the facility [*Metal Gear Solid V: Ground Zeroes*] ■ Zero hides the now comatose Big Boss in a hospital in Cyprus and entrusts him to Ocelot ■ Skull Face travels to Africa, where he resurrects the vocal cord parasites through reverse evolution ○ The Vietnam War comes to an end
1976	■ The Les Enfants Terribles project is scrapped. Eli travels to England ■ Zero suffers brain damage from Skull Face's parasite ○ Richard Dawkins publishes *The Selfish Gene*
1977	○ An underground nuclear test site is discovered in the Kalahari Desert. South Africa abandons its planned test due to international pressure ○ U.S.: Delta Force (1st Special Forces Operational Detachment-Delta) is established ■ After visiting Big Boss, Zero's whereabouts become unknown
1979	■ Eli disappears in Africa ○ U.S.S.R.: Launches an invasion of Afghanistan. Détente comes to an end ○ The Sandinista National Liberation Front (FSLN) armed uprising. President Somoza goes into exile, and the Nicaraguan Revolution comes to fruition
1980	○ The Iran-Iraq War breaks out ■ Hal Emmerich is born to Huey and Strangelove
1981	○ U.S.: Launch of the first Space Shuttle, Columbia
1982	○ The Falklands War breaks out
1983	○ U.S.: President Reagan announces the Strategic Defense Initiative (SDI)
1984	■ Big Boss, injured in XOF's attack on Mother Base, and Venom Snake, Big Boss's phantom, wake up in a hospital in Cyprus. Venom Snake later takes command of Diamond Dogs and foils Skull Face's plans, defeating him and his XOF [*Metal Gear Solid V: The Phantom Pain*] ■ Eli establishes his Kingdom of the Flies in Africa
1985	○ U.S.S.R.: Gorbachev becomes head of government. The world moves toward a post-Cold War era
1986	○ U.S.: Space Shuttle accident halts the project ○ U.S.S.R.: Accident at the Chornobyl (Chernobyl) nuclear power plant
1989	○ Germany: Fall of the Berlin Wall ○ The Liberian Civil War breaks out
1990	○ Iraqi forces invade Kuwait ○ Unification of East and West Germany ○ U.S.: The Human Genome Project is launched
1991	○ The United Nations sends a coalition of multinational forces to Iraq. The Gulf War breaks out ■ Liquid (Eli) and Solid (David) take part in the Gulf War ○ The Soviet Union disintegrates. The Commonwealth of Independent States (CIS) is formed
1995	■ Big Boss, commander of special forces unit FOXHOUND, secretly establishes an armed stronghold in South Africa known as Outer Heaven and uses it to launch an uprising. Rookie FOXHOUND member Solid Snake destroys the TX-55 Metal Gear and defeats Big Boss's phantom, Venom Snake (Outer Heaven Uprising) [*Metal Gear*] ■ Solid Snake retires from FOXHOUND ○ France, China: Both countries push ahead with nuclear tests ○ The United Nations General Assembly adopts a resolution reaffirming the need for all states party to the NPT to cease all nuclear testing at once
1996	○ The United Nations General Assembly adopts the Comprehensive Nuclear-Test-Ban-Treaty (CTBT) ○ U .K.: The world's first cloned sheep, Dolly, is born
1997	○ IBM computer Deep Blue defeats world chess champion
1999	■ Big Boss leads an uprising in Zanzibar Land, a small state in Central Asia, abducts Dr. Kio Marv, and uses Metal Gear D to build a nuclear arsenal. Former FOXHOUND member Solid Snake, called back into service by Roy Campbell, infiltrates Zanzibar Land, where he completes his mission by destroying Metal Gear D and defeating Big Boss (Zanzibar Land Disturbance) [*Metal Gear 2: Solid Snake*] ■ Big Boss dies, but is revived by the Patriots and hidden away while he remains in a coma ○ The euro, a European single currency, is introduced in 11 member countries of the European Union
2000	○ The Human Genome Project's international team of researchers announces draft sequence of the human genome
2001	○ U.S.: The September 11 coordinated terrorist attacks occur ○ U.S.: The USA PATRIOT Act is enacted with the aim of fighting terrorism both within the United States and overseas
2003	○ A coalition of multinational forces invades Iraq on suspicion of the country possessing weapons of mass destruction, leading to the Iraq War
2004	○ It is revealed that some Pakistani scientists are involved with leaking nuclear technology out of Pakistan
2005	■ While on a training exercise on the remote Alaskan island of Shadow Moses, special forces unit FOXHOUND engages in an armed revolt. Former FOXHOUND commander Roy Campbell is in charge of the response, sending in Solid Snake on a one-man infiltration mission. Snake destroys their trump card, Metal Gear REX, and defeats Liquid Snake, leader of the uprising (Shadow Moses Incident) [*Metal Gear Solid*] ○ Coordinated terrorist bombings occur in London, Egypt, and other locations around the world
2007	■ Anti-Metal Gear organization Philanthropy gets wind of the U.S. Navy's plan to transport a new Metal Gear on a disguised tanker. Solid Snake infiltrates it, but a mysterious armed group occupies the ship at the same time. Ocelot steals the new Metal Gear, and the tanker sinks off the coast of Manhattan (Tanker Incident) [*Metal Gear Solid 2: Sons of Liberty*] ■ Marine decontamination facility, the Big Shell, is constructed ■ Olga Gurlukovich's daughter, Sunny, is born ○ Russia: Strategic bomber flights resumed in remote areas for the first time in 15 years
2008	○ The U.S. Food and Drug Administration (FDA) declares food derived from cloned animals to be safe
2009	■ The armed group, the Sons of Liberty, seizes control of the Big Shell and takes the U.S. president hostage. Raiden, a member of the new FOXHOUND, infiltrates the Big Shell alone and eliminates the group and its leader, Solidus Snake (Big Shell Incident) [*Metal Gear Solid 2: Sons of Liberty*] ■ Solidus's body is recovered by the Patriots ■ Ocelot (Liquid) seizes GW from Arsenal Gear
2010	■ The U.S. military and associated private military companies (PMCs) begin injecting personnel with nanomachines (SOP)
2011	■ Raiden rescues Sunny from the clutches of the Patriots. He leaves Rose and joins resistance group the Paradise Lost Army, self-styled anti-Patriots led by Big Mama (EVA) ○ U.S.: Declaration of the end of the Iraq War ○ Japan: The Great East Japan Earthquake and Fukushima Daiichi nuclear accident ○ The New Strategic Arms Reduction Treaty (New START) comes into effect
2012	■ Raiden is captured by the Patriots and used as a test subject in exoskeletal enhancement surgery experiments
2013	■ Big Mama rescues Raiden from the Patriots and recovers Big Boss's biomort (brain-dead remains)
2014	■ Roy Campbell, receiving word that Liquid Ocelot is about to lead an insurrection, asks Old (Solid) Snake to take him down. After infiltrating battlegrounds around the world, Snake completes his objective and brings an end to the Patriots (Guns of the Patriots Incident) [*Metal Gear Solid 4: Guns of the Patriots*] ■ Raiden reunites with Rose and meets his son ■ Big Boss dies
2017	○ The United Nations General Assembly adopts the Treaty on the Prohibition of Nuclear Weapons (TPNW)
2018	□ Raiden, a member of private military and security company (PMSC) Maverick Security Consulting, battles it out against U.S. private military company (PMC) Desperado Enforcement LLC [*Metal Gear Rising: Revengeance*] ○ The first North Korea-United States summit is held
2021	○ The Treaty on the Prohibition of Nuclear Weapons comes into effect

Keywords

- **The Philosophers** An organization born out of the Wisemen's Committee, a secretive group of the most powerful individuals from the United States, Russia, and China.
- **Philosophers' Legacy** An enormous fund consisting of the Philosophers' pooled assets. This was supposed to be divided between the three countries after the end of World War II, but Colonel Volgin's father, who managed it for them, stole it for himself. After his death, it ended up in Volgin's possession, but ultimately, the entirety of it found its way into American hands.
- **The Patriots** An organization spearheaded by Zero to carry on The Boss's will (originally known by another name, it would come to be called the Patriots). After the Cold War, it steered America's political, economic, and military affairs from the shadows. However, a system of AIs was created to continue what Zero started, inheriting control and rendering the organization a shell of its former self.
- **Les Enfants Terribles (French for "The Terrible Children")** A project to clone Big Boss, known at the time as the world's greatest living soldier and also an icon to the Patriots.

The Stars of the Saga, and the Characters Closely Connected to Them

An introduction to the two snakes of the *Metal Gear* series, their battles, and the key players in their lives.

Charismatic figure regarded as the greatest soldier of the 20th century

BIG BOSS

Renowned for his exceptional combat abilities and survival skills, he is chosen as the subject for Les Enfants Terribles, a project to artificially create the ultimate soldier. This results in the birth of several clones of him, known as the sons of Big Boss.

▶Loses his right eye in Operation Snake Eater. The image of him with his eye-patch becomes iconic.

1964 *MGS3*	Operates for the FOX unit after having received instruction from The Boss as her apprentice. Defeats The Boss and is given the title of Big Boss.
1974 *MGSPW*	Commands his army without borders in Colombia, later active in Costa Rica. Builds Mother Base and expands his forces.
1975 *MGSV:GZ*	Infiltrates a U.S. military base on the southern tip of Cuba to rescue Chico and Paz. Though the mission is a success, Mother Base falls and he is critically injured.
1984 *MGSV:TPP*	Wakes up after a nine-year coma. Venom Snake takes over leadership of his forces and puts a stop to Skull Face's plan.
1995 *MG*	The Outer Heaven Uprising. Venom Snake does battle with Solid Snake as Big Boss's phantom and is killed in action.
1999 *MG2*	After betraying and abandoning FOXHOUND, establishes a military regime in Zanzibar Land. Following his defeat at the hands of Solid, his body is recovered by the Patriots.
2014 *MGS4*	Awakens from the comatose state he had been kept in by JD (John Doe, the AI governing the world). Ends Zero's life and passes away.

BIG BOSS
(NAKED SNAKE)

The last apprentice of the legendary hero known as The Boss. Joins Major Zero's FOX special forces unit and completes a mission to kill The Boss. The U.S. government subsequently confers on him the title of Big Boss.

Infiltration specialist who makes the impossible possible

SOLID SNAKE

A man who has saved the world from Big Boss, Liquid, Solidus, and more than one Metal Gear. Aging at a rapid rate as a side effect of the genetic engineering that birthed him, he is already an old man in *MGS4*. Nevertheless, he completes his final mission.

◀▲A cool individual purely focused on getting the job done. In *MGS4*, he finds out he is going to become a walking weapon of mass destruction.

1995 *MG*	Infiltrates Outer Heaven, destroys Metal Gear, and eliminates Venom Snake, who confronts him as Big Boss's phantom.
1999 *MG2*	Penetrates Zanzibar Land, a heavily fortified state founded by Big Boss in Central Asia, and shatters his ambitions.
2005 *MGS*	FOXHOUND, led by Liquid, captures the nuclear weapons disposal facility on Shadow Moses Island. Defeats Liquid, preventing him from launching a nuclear attack.
2007-9 *MGS2*	Boards the disguised tanker, but goes missing after it sinks. Two years later, makes it onto the Big Shell and works with Raiden to stop Solidus.
2014 *MGS4*	After being informed of Liquid Ocelot's planned insurrection, takes on his final mission—this time as Old Snake, a monitor inspired by his accelerated aging.

SOLID SNAKE

A clone of Big Boss, created from his somatic cells through Les Enfants Terribles. Possesses an IQ of 180 and fluent in six languages. Blessed with superior physical and mental abilities, impressive intuition, and a greater than average love for cardboard boxes.

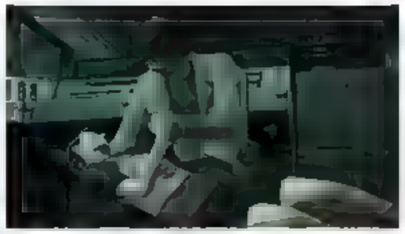
During World War II, she forms the Cobra Unit and leads the Allies to victory. Two decades later, she defects to the Soviet Union as part of a top-secret assignment. Big Boss was her apprentice.

▲Battles Naked Snake during Operation Snake Eater, in the end entrusting her will to him.

Sometimes enemy, sometimes friend, his affiliation changes throughout the series, though he is without a doubt one of its key figures, never too far from either of the snakes.

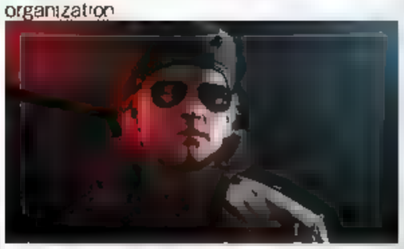
▲Naked Snake has an enormous influence on him. For example, he's the reason he switches to revolvers.

In *MGS*, he's the scientist who created Metal Gear REX. Ever since he was rescued by Solid Snake, he's supported him by offering his wealth of knowledge and expertise both in-person and over the Codec.



▲In *MGS2*, he reunites with his beloved younger stepsister Emma, but their time together is tragically cut short.

Born to an American officer and a Japanese woman, he was once a member of Japan's Self-Defense Forces. After losing an encounter to Big Boss while training rebels in Colombia, Big Boss recruits him to his organization.



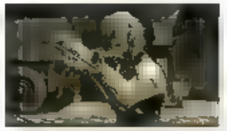
▲Despite knowing what Gálvez and Paz were really up to, he uses the situation to expand their forces.

*The name "Otacon" is derived from "OTAKON," an American event that introduces Asian pop culture.

Snake's former superior and a trusted friend. Though normally calm and collected, he has a soft side when it comes to his daughter, Meryl.

◀The "Colonel" in *MGS2* bears a strong physical resemblance to Campbell, but is in fact an AI impostor.

MGS2's other protagonist, Raiden is aided by Solid Snake throughout the game. Snake's humanity ends up having a big impact on him.

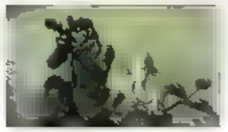


◀"It's my turn to protect you"—in *MGS4*, Raiden risks his life to return the favor.

Commander of special forces unit FOX and Naked Snake's superior. Also the leading figure in the Patriots, an organization that plays a crucial role in the saga.

◀Supports Snake during the Virtuous Mission and Operation Snake Eater.

A female spy who guides Naked Snake. In *MGS4*, she also assists Solid Snake as Big Mama.



◀Makes contact with Naked Snake in Operation Snake Eater, supporting his activities during that mission.

A clone of Big Boss created through Les Enfants Terribles. Plans to launch a nuclear strike in *MGS*, but Solid Snake stops him.

◀Leads FOXHOUND in an armed revolt on Shadow Moses, taking control of its nuclear weapons disposal facility.

A perfect clone of Big Boss created through Les Enfants Terribles. Leads former counter-terrorism training unit Dead Cell in an act of terror on the Big Shell.

◀Attempts to identify the Patriots and free America from their hidden hand.

THE WORLD OF

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

[World & Story]

A legendary soldier fights fate

Special forces unit FOXHOUND goes rogue and occupies the nuclear weapons disposal facility on remote Alaskan island, Shadow Moses. The government recalls a past member of FOXHOUND from retirement, legendary hero Solid Snake, to stop them. However, it turns out a man with the same code name is leading the renegades. *MGS* depicts a battle for Solid Snake that was long in the making. Here, we'll look at the characters of the game and their stories.

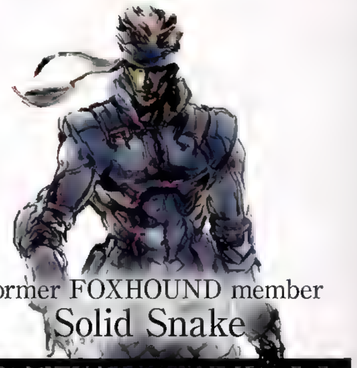
MGS Story Overview

A new infiltration mission, and a fateful fight between the two Snakes

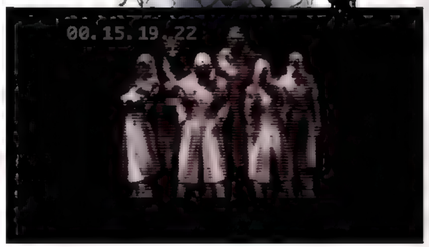
MGS portrays not only the story of the Shadow Moses Incident, but also one of the fights against the other Snake—Liquid Snake.

A battle between two who inherited Big Boss's genes

Based six years after *MG2*, *MGS* begins with the backdrop of a renegade special forces unit FOXHOUND on Alaskan island, Shadow Moses. Solid Snake must take on a new infiltration mission, and a fight to the death between the "sons of Big Boss" unfolds.



Former FOXHOUND member
Solid Snake



▲▶FOXHOUND and the next-generation special forces occupy the nuclear weapons disposal facility on Shadow Moses. Leading them is Liquid Snake, born from the Les Enfants Terribles project and a clone of Big Boss—just like Solid Snake.

An outcome based on choice

The ending sequence of the game changes depending on how players complete the torture event. If players survive the torture, Meryl lives, but if they submit, Otacon is the one who escapes with Snake.

▲▶While the overall story doesn't change significantly either way, if the player submits to the torture Meryl dies, making the outcome where she survives the canonical ending.

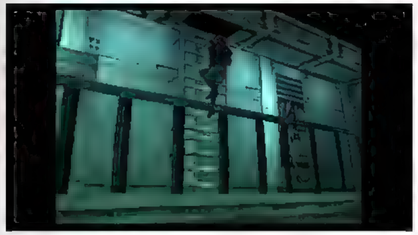
MGS Story: The Shadow Moses Incident

Note: The following five pages describe *MGS*'s story. Due to its spoiler-heavy nature, any first-time players are advised to avoid this section until completing the game. Also, this commentary is based on the story path of repatriation with Meryl.

Solid Snake is back on another infiltration mission

On the remote Alaskan island of Shadow Moses, special forces unit FOXHOUND suddenly revolts during an exercise. They demand the remains of Big Boss. If this demand is not met within 24 hours, they will launch a nuclear weapon. To oversee the response, the U.S. calls on ex-FOXHOUND commanding officer, Roy Campbell, who summons Solid Snake back into action. Snake's mission is to rescue two hostages—the DARPA Chief and the ArmsTech president. He must also investigate whether the terrorists have the ability to launch a nuclear weapon and stop them if they do.

▲Snake's challenging mission requires him to procure weapons and equipment on-site. He makes landfall on Shadow Moses after a swim through sub-zero Alaskan waters.



▲Upon reaching the heliport, Snake infiltrates the building via a duct, all the while receiving instructions on the Codec.

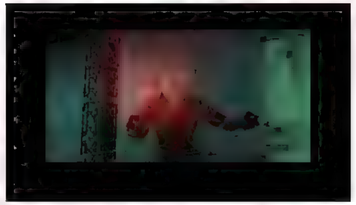
Inflitrating the site with help from a support team

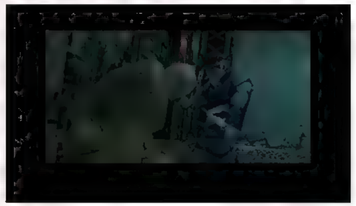
Snake makes his way to the tank hangar, supported by Cambell, medical chief Naomi Hunter, inventor of the Soliton Radar, Mei Ling, nuclear weapons expert Nastasha Romanenko, and ex-survival instructor McDonell Miller.

The DARPA Chief reveals the existence of Metal Gear REX

Upon reaching the DARPA Chief in his cell, Snake learns of the existence of nuclear-armed bipedal tank, Metal Gear REX. To stop it, he will need three PAL card keys from the ArmsTech president. However, immediately after learning this, the Chief has what looks like a heart attack and dies.

▲After leaving the cell, Snake is confronted by a soldier with a gun. Though Snake realizes she's green, the woman escapes right after a battle with the enemy.





Targeted by a wildcat, and help from a mysterious individual

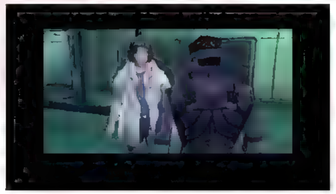
Snake finds the ArmsTech president, Kenneth Baker, but he is wired with C4. FOXHOUND member Revolver Ocelot then appears, and a fierce gun battle ensues, though it is interrupted by the mysterious Cyborg Ninja, who cuts off both Ocelot's right hand and the wires connected to Baker.

◀While both Ocelot and the Ninja escape, Snake learns from Baker that the soldier he met before has the card keys. He also gives Snake a curious optical disc before he too meets a sudden death.

Contacting Meryl for the first time, and learning of Hal Emmerich

Using the information he got from Baker, Snake contacts Meryl, the one with the card keys. She tells him about Hal Emmerich, the lead developer of the Metal Gear REX project, and of the research lab where Snake can find him.

▲The solidier's true identity is that of Meryl Silverburgh, Campbell's niece.



▲Discovering Meryl only has one of the card keys, Snake heads toward the underground maintenance base to destroy REX. Meryl decides to come along, hoping to find her reason for living.

Surviving two deadly battles, and rescuing Emmerich

On the way to the research lab, Snake fights off FOXHOUND's Vulcan Raven, who is riding in an M1 tank, before finally reaching his destination. However, there are dead bodies everywhere—the work of the Cyborg Ninja. The Ninja then challenges Snake to a duel, but ends up fleeing once again. In truth, his identity is that of Gray Fox, Snake's comrade who he'd thought had died in Zanzibar Land. Having saved Hal Emmerich—nickname Otacon—Snake tells him that Metal Gear REX is nuclear-armed, shaking Otacon to his core and motivating him to help Snake. Snake then leaves to find Meryl and get the card keys.

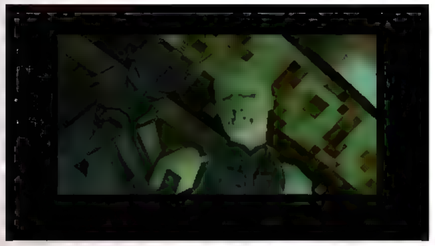
Psycho Mantis, with his psychic abilities, lays a trap

On the way to the base, someone forces Meryl to point her gun at Snake. That someone would be FOXHOUND's psychic, Psycho Mantis.

◀Stuck in Psycho Mantis's trap with no way to fight back.

▲Psycho Mantis doesn't just target Snake, he targets the player as well—making the controller vibrate, reading their save data, and more.

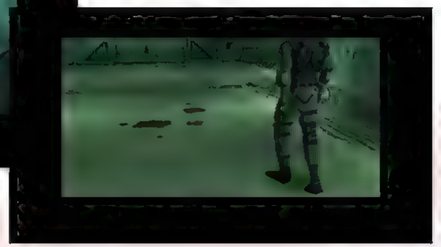
◀After his defeat, Mantis talks of his past, telling Snake, "We are truly the same, you and I..." and "The world is a more interesting place with people like you in it..." before telling him how to get to Metal Gear REX.



▲Snake is tortured by Ocelot before being thrown into a cell. It is there he finds the corpse of the DARPA Chief, looking as though he's been dead for many days.

A back-and-forth sniper duel, and Snake's torture

Snake and Meryl are making their way to REX when, without warning, Meryl is shot by a sniper—none other that FOXHOUND's Sniper Wolf. While Snake initially defeats Wolf in battle, he is surrounded by her and a group of soldiers shortly after. Taken hostage, Snake meets the leader of the revolt, Liquid Snake, for the first time, where Liquid informs him they are preparing to launch their nuclear weapon.



▲Otacon, using stealth camo, comes to Snake's rescue, freeing him from the cell. Snake returns to where Meryl was shot, but she is no longer there.

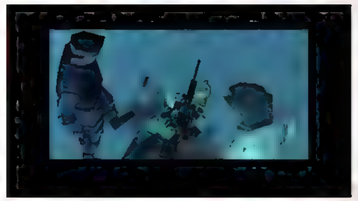
An intense battle with the "other" Snake

Liquid Snake appears before Snake in a Hind D while he is en route to the underground base. Though Liquid, who calls Snake "brother," is relentless in his attack, Snake is able to take him down with Stinger missiles, before heading to the snowfield.

◀At first the Hind D appears invincible as it darts through the sky, but Snake is able to take it down by acquiring Stinger missiles.

A proud sniper meets her end in the snowfield

Sniper Wolf once again stands in Snake's way, this time in the snowfield. Otacon, who has feelings for her, begs Snake not to kill her, but the two enter into another duel of snipers, with Snake coming out victorious.



▲As she lays dying, Wolf talks of her difficult past, before being set free by a bullet from Snake's gun.

▲When asked about Octopus's sudden death, he merely states, "...he wasn't able to deceive the Angel of Death."

A rematch with the giant shaman, Vulcan Raven

Waiting for Snake at the entrance to the base, Vulcan Raven attacks. Once the battle is over, Raven reveals the truth about the DARPA Chief Snake met, who was in fact FOXHOUND's Decoy Octopus in disguise.

Liquid's goal, and the truth behind FOXDIE

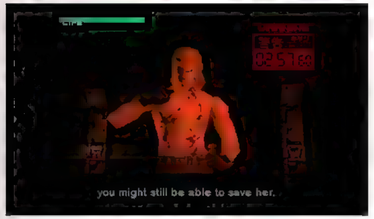
It is revealed that Metal Gear is equipped with an invisible nuclear warhead, one that cannot be detected by radar—the exercise data of which is on the optical disc Baker gave Snake. Liquid wants to use that power to rebuild Outer Heaven. To prevent this, Snake overrides the detonation codes, but this turns out to be a trap, and he actually activates the nuclear warhead instead.

▲Naomi is not only Gray Fox's younger sister, but also the creator of the killer virus, FOXDIE, which she injected into Snake as part of the mission. It is what took out Octopus and Baker, and it is hinted that it will eventually take Snake's life as well.

Metal Gear REX becomes operational, and Gray Fox dies

Liquid speaks of his animosity toward Snake and his hatred for Big Boss, then comes at Snake in REX, but Snake is saved by the Cyborg Ninja—none other than Gray Fox himself.

◀▲Gray Fox admits that he is the one who killed Naomi's parents. He uses the laser gun attached to his right arm to destroy REX's radome, but is crushed to death in the process. Snake then uses Stinger missiles to target REX's cockpit, stopping REX.



▲In order to overcome the bonds of his genes, Liquid vows to kill Snake. Though they are running out of time before the airstrike, the two continue their battle.

The truth behind the two Snakes, as revealed by Liquid

Though REX has been destroyed, Snake and Liquid battle on, with Liquid revealing that they are both clones of Big Boss, created from the Les Enfants Terribles project. Meanwhile, the U.S. Department of Defense has decided to bomb the base. Campbell tries to stop it, but is arrested by the Secretary of Defense instead.

Escaping relentless pursuit, Snake forges a new path

Snake gets the better of Liquid and rescues Meryl, but Liquid pursues them as they escape in a jeep. In the end, Liquid dies from FOXDIE, and Campbell contacts Snake, letting him know that the president removed the Secretary of Defense from office and stopped the airstrike.

▲With the series of events that took place on Shadow Moses behind them, Snake tells Meryl his real name, and they set out across the boundless ice field in front of them, ready to discover a new path in life together.

MGS Character Files

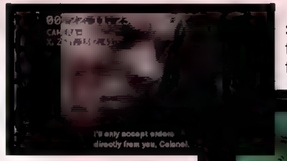
CHARACTER FILE 01

SOLID SNAKE

Infiltration mission specialist with a serpent code name

Infiltration mission specialist who brought an end to the Outer Heaven Uprising and the Zanzibar Land Disturbance, two events of historical significance. Though Snake was living a solitary life in Alaska, Campbell calls him back into action to infiltrate Shadow Moses Island, taken over by FOXHOUND. Snake then enters into what could be called a fateful battle with Liquid Snake, FOXHOUND's squad leader and fellow clone of Big Boss.

"I don't need a handkerchief. I don't have any more tears to shed."



◀Though he initially refuses, Snake accepts the mission on the condition that he will only take orders from Campbell.

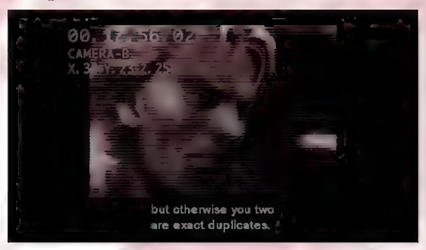
▶As the mission progresses, Snake learns this incident also revolves around a Metal Gear.

// SNAKE ANALYSIS //

▷Heavy smoker who always takes cigarettes with him

▲Before the mission, Snake has all of his equipment taken away from him except his binoculars. However, he is able to smuggle his cigarettes with him—in his stomach. When Mei Ling asks "How are those going to help you?" Snake responds "You never know."

▷A pre-mission haircut



▲In the Briefing footage, Snake's hair is about as long as Liquid's, but he cuts it himself before deploying—"I don't want to be mistaken for the leader of the terrorists."

CHARACTER FILE 02

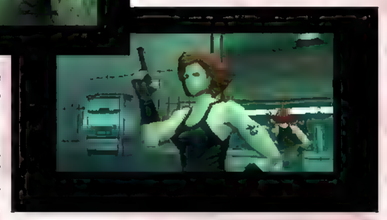
MERYL SILVERBURGH

Young soldier held in the prison on Shadow Moses

Campbell's niece. Born into a military family, for as long as she can remember she has trained herself to become a soldier. Meryl possesses the right qualities but lacks any combat experience. FOXHOUND revolted the very day Meryl was assigned to Shadow Moses as a new recruit, and she was thrown into prison for refusing to take part in it. After escaping her cell, she decides to team up with Snake to find her true purpose.

"That's the second time I've been able to sneak up on the legendary Solid Snake."

◀Meryl doesn't neglect her training even when confined, building up her body with sit-ups and even one-arm push-ups.



▶Meryl tells Snake she has used large caliber weapons since she was 8. Despite being a member of the fairer sex, she fires it one-handed no problem.

// MERYL ANALYSIS //

▷Has never actually shot someone

▲When Meryl meets Snake, she points her gun at him, but her shaking hands, nervous glance, and the scared look in her eyes instantly tell Snake she has never shot a person before.

▷Colonel Campbell's daughter

▲In the ending where Meryl dies as a consequence of the player submitting to Ocelot's torture, it is revealed that she was not his niece but actually his daughter.

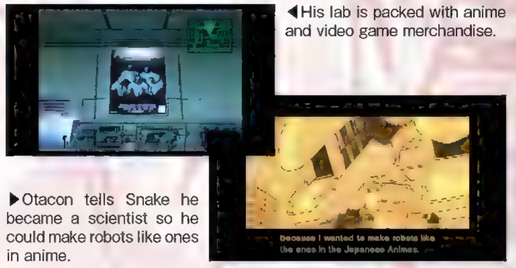
CHARACTER FILE 03

OTACON[1] (HAL EMMERICH)

"People just aren't complete without some type of character flaw, don't you think?"

After Snake saves his life and reveals the truth, this engineer agrees to help him

ArmsTech employee and genius weapons developer. After getting accepted to the Massachusetts Institute of Technology following a period of self study, he earned his PhD at a young age. His nickname comes from the fact that he is a frequent attendee of the Otaku Convention anime event held in the United States[2]. Though he designed and developed Metal Gear REX, he was never told it would be armed with nuclear weapons. After learning about this from Snake, he works with him to stop the terrorists.

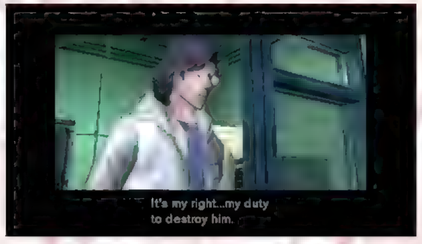


◀His lab is packed with anime and video game merchandise.

▶Otacon tells Snake he became a scientist so he could make robots like ones in anime.

OTACON ANALYSIS

▷Didn't want to get into nuclear weapons



▲Otacon devoted himself to his research, believing he "could use science to help mankind," but he unknowingly took part in nuclear weapons development. After recovering from this shock, he declares it to be his duty to destroy REX.

▷Fell in love with Sniper Wolf

▲Otacon developed feelings for Sniper Wolf, who was nice to him and was a fellow dog-lover. He pleads with Snake not to hurt her, but there was to be no happy ending for them.

[1]The name "Otacon" is derived from "OTAKON," an American event that introduces Asian pop culture.
[2]This is the event as per the setting of the original *MGS* release.

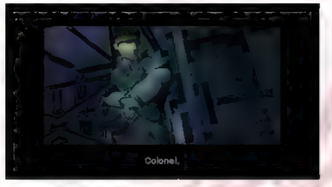
CHARACTER FILE 04

ROY CAMPBELL

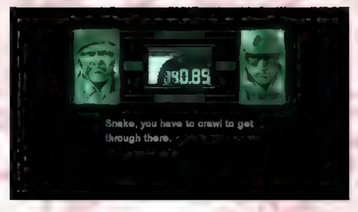
"We've got a serious situation here. Only you can get us out of it."

Former FOXHOUND commander who gives Snake orders via Codec

Retired soldier who took over command of FOXHOUND as Big Boss's successor and guided Snake to mission success in the Zanzibar Land Disturbance. Called back into action as operational commander as the man who best knows Solid Snake, the only one who can stop this terrorist uprising. Though he believes Meryl to be his little brother's girl, she is in fact his own daughter.



▲Though he's retired, Snake still addresses him as "Colonel," with a great deal of affection.



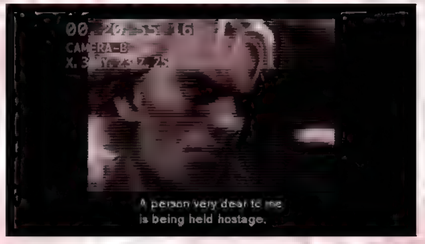
▶From explaining the mission to offering combat strategies, Campbell offers Snake a great deal of support.

CAMPBELL ANALYSIS

▷Worried about Meryl

▲Campbell speaks of Meryl as being his niece, but it is later revealed that she is his daughter. Naturally, he is greatly concerned for her behind the scenes throughout the operation, and Snake comes to realize this.

▷Agrees to take part



▲Campbell assumes operational command as orchestrated by the Secretary of Defense—he didn't want to take part in this mission. Meryl arrived on the island the day of FOXHOUND's revolt and was taken hostage, and this was used as leverage against him.

CHARACTER FILE 05

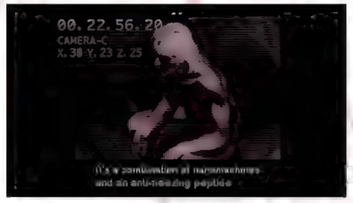
NAOMI HUNTER

"If you make it back in one piece, maybe I'll let you do a strip search on me."

Scientist who served as chief of FOXHOUND's medical team

A geneticist dispatched from leading biotech firm ATGC, she served as FOXHOUND's medical chief. She was in charge of performing gene therapy on the unit in order to enhance its members' abilities. Assigned to support Snake in this incident due to her intimate knowledge of the masterminds.

▲Gives details on the careers and distinguishing characteristics of the members of FOXHOUND over Codec.



◀Naomi monitored Snake's vitals through the nanomachines she injected him with.

NAOMI ANALYSIS

▷Injects Snake with FOXDIE

▲FOXDIE is a man-made retrovirus that kills only people with specific genetic sequences. Under orders from the Department of Defense to kill everyone involved with the incident, Naomi injects Snake with this virus, using him as a vector to spread it.

▷Gray Fox's little sister

▲Gray Fox was defeated by Snake in the Zanzibar Land Disturbance. Naomi is actually his younger adopted sister, and the reason she joined FOXHOUND was to get a chance at getting back at Snake, who destroyed her brother.

CHARACTER FILE 06

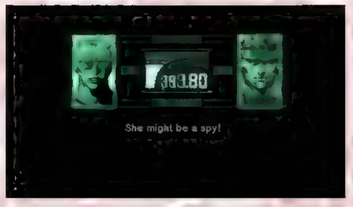
MASTER MILLER

"I know lots about survival in a harsh environment."

Former survival instructor at FOXHOUND who possesses a wealth of knowledge and experience

Real name: McDonell Benedict Miller (aka Kazuhira Miller). Served as a survival instructor in the SAS, the Green Berets, a U.S. Marine boot camp, and FOXHOUND. During his time as a drill sergeant in FOXHOUND, he was referred to as a "hell master" and draftees called him "Master Miller" with the utmost respect. Lived in Alaska after retiring as an instructor.

▲Offers advice over Codec on how to survive on the battlefield.



▶Warns Snake that Naomi could be a spy.

MILLER ANALYSIS

▷Once Big Boss's right-hand man

▲Previously poured his energy into running Big Boss's private military as his XO (*MGS:PW*, *MGSV*). However, they later go their separate ways, and he helps Solid Snake take Big Boss down in the Zanzibar Land Disturbance (*MG2*).

▷The "Miller" in *MGS* isn't the real Miller

▲Miller appears as a Codec contact in *MGS*, but it later comes to light that this is actually Liquid in disguise. The real Miller was killed before the incident even began.

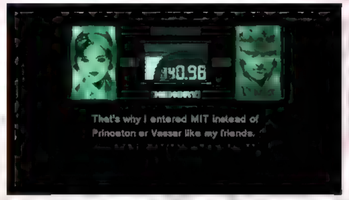
CHARACTER FILE 07

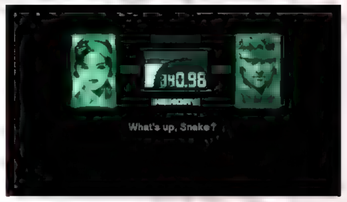
MEI LING

"C'mon... I can't believe I'm being hit on by the famous Solid Snake..."

Image and data processing specialist who has created all sorts of military technology

A college student who attends the Massachusetts Institute of Technology (MIT). Though her parents are from Guangdong Province, China, she was born in America, growing up in Chinatown. Mei Ling originally wanted to be a pilot, but was forced to change course and became involved with military R&D instead. Participates in this operation while overseeing the use of the Soliton Radar system, which she herself developed.





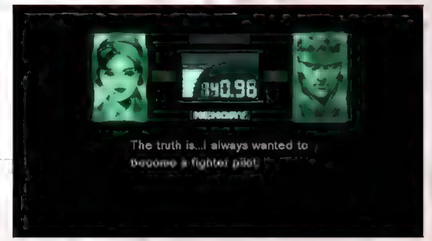
◀She speaks with a candid tone, with no apparent timidness toward those older than her. Will encourage Snake, and even rebuke him at times.

// MEI LING ANALYSIS //

▷Uses proverbs to support Snake

▲If you contact Mei Ling by Codec and save your play data, she will use proverbs from China and elsewhere to offer Snake encouragement. There are even some secret reactions if you continually call and don't save (see p.82).

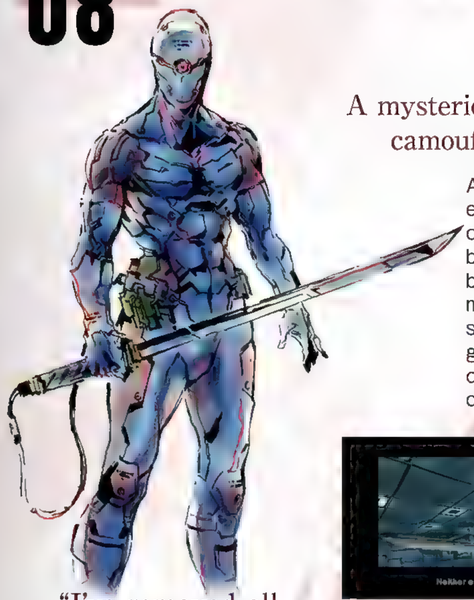
▷Gave up on her dream of becoming a pilot



▲Wanting to be a pilot, Mei Ling joined the ROTC (Reserve Officer Training Corps) at MIT to become an officer cadet. However, after discovering there were no pilots who only did battle damage assessments, as well as due to her poor vision, she dropped out.

CHARACTER FILE 08

CYBORG NINJA



"I've removed all obstacles. Now you and I will battle to the death."

A mysterious machine possessing stealth camouflage and wielding a katana

A mechanical ninja outfitted with an exoskeleton from head to toe. Displays exceptional combat ability, using his high-frequency blade to slice through steel and even deflect bullets. On the other hand, he suffers moments of mental instability, even losing his sense of self at times. As the story progresses, his identity as well as his deep connection to Snake are revealed. At the end of the game, the Cyborg Ninja sacrifices himself to save Snake, revealing feelings he had kept to himself shortly before dying.

▲▶Fox yearns solely to settle things with Snake, telling him "I am neither enemy nor friend."

// NINJA ANALYSIS //

▷Actually Gray Fox

▲The Cyborg Ninja's real identity is Gray Fox, the soldier who earned FOXHOUND's highest commendation—the code name "Fox." Though he died after losing to Snake in Zanzibar Land, he was outfitted with an exoskeleton, drugged, and brought back to life.

▷Confesses he killed Naomi's parents

▲Naomi thought of Fox, who raised her after she had no more living relatives, as a brother. However, it was he himself who killed her parents, as he reveals to Snake just before his final battle.

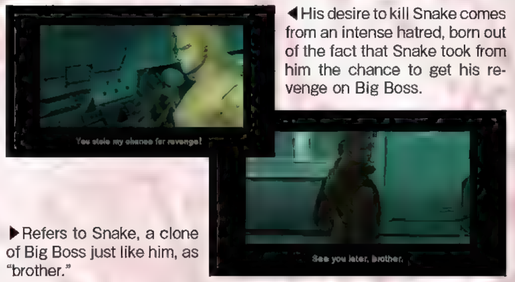
CHARACTER FILE 09

LIQUID SNAKE

Solid's identical twin with a similar code name

A clone of Big Boss, just like Solid Snake. After the Zanzibar Land Disturbance, he joined FOXHOUND just as Snake was leaving, becoming squad leader from among a group of elite soldiers. Liquid launches his revolt in order to get his hands on Metal Gear REX as well as Big Boss's genetic information, which is needed in order to correct the Genome Soldiers' mutations. His ultimate goal is to create "A world where warriors like us are honored as we once were... as we should be"—Big Boss's dying wish. By doing this, Liquid will surpass even him.

"Only your death can satisfy me. Only your death can return to me what is rightly mine."

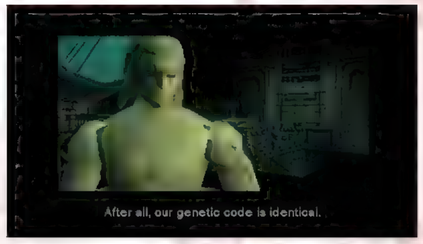


◀His desire to kill Snake comes from an intense hatred, born out of the fact that Snake took from him the chance to get his revenge on Big Boss.

▶Refers to Snake, a clone of Big Boss just like him, as "brother."

// LIQUID ANALYSIS //

▷Reveals Les Enfant Terribles



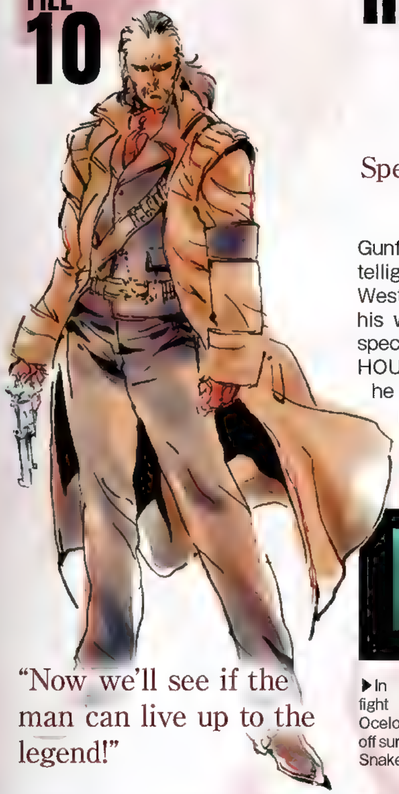
▲Liquid tells Snake that they were both products of Les Enfants Terribles, a project to create clones of Big Boss. Yet another clone of this project appears in *MGS2*.

▷His right arm is transplanted onto Ocelot

▲Liquid dies from FOXDIE at the end of *MGS*, but following the events of the game, Ocelot has Liquid's right arm removed and transplanted onto himself, thus leading to the entity known as Liquid Ocelot who appears in *MGS2* and *MGS4*.

CHARACTER FILE 10

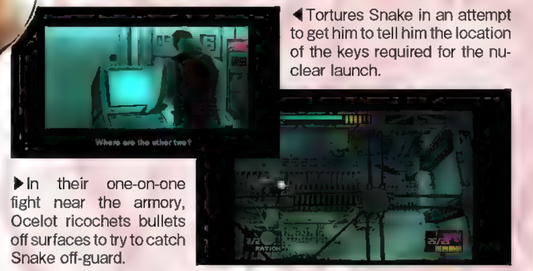
REVOLVER OCELOT



Specialist in torture and an expert with revolvers

Gunfighter previously with the Spetsnaz GRU (Main Intelligence Directorate of the Soviet Union). A lover of Westerns and Spaghetti Westerns, and a firearm fanatic, his weapons of choice are revolvers. He also sees a special kind of beauty in the act of torture. Joined FOXHOUND after the Zanzibar Land Disturbance. Though he serves as an advisor of sorts to Liquid during the revolt, he was working with the U.S. president (Solidus Snake) behind the scenes.

"Now we'll see if the man can live up to the legend!"

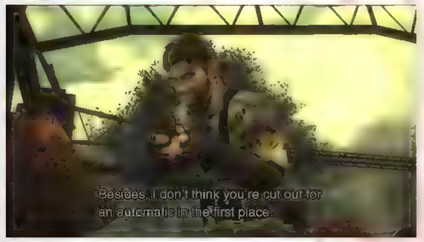


◀Tortures Snake in an attempt to get him to tell him the location of the keys required for the nuclear launch.

▶In their one-on-one fight near the armory, Ocelot ricochets bullets off surfaces to try to catch Snake off-guard.

// OCELOT ANALYSIS //

▷Influenced by Big Boss



▲Started using revolvers (specifically the Single Action Army) after getting some advice from Big Boss while he was in Spetsnaz (*MGS3*). This marked the beginning of an admiration for him—Big Boss would go on to have a massive impact on his life.

His connection to the president (Solidus)

▲In the post-ending conversation, it is revealed that Ocelot has secretly been working with the U.S. president—the same president who makes his appearance in *MGS2* as Solidus Snake.

CHARACTER FILE 11

VULCAN RAVEN

Giant and shaman with supernatural abilities

Member of FOXHOUND with a tattoo of a raven on his forehead, he refers to these creatures long seen as an omen of death as "friends." Standing over two meters tall, and possessing incredible physical and mental strength, he wields a 20mm cannon normally loaded onto fighter jets. Raven met Ocelot on one of his trips across the frozen waters of the Bering Sea into Russia, later working for the mercenary company Outer Heaven. It was a personal invitation from Ocelot that led to him subsequently joining FOXHOUND as well.

"You jest, but indeed ravens and snakes are not the best of friends."

▶Defeated in battle, Raven lets Corvus corax consume his flesh, returning him to the natural world.

// RAVEN ANALYSIS //

▷A body tough enough to withstand an M1 tank exploding

▲After Snake sets foot in the canyon, Raven attacks him from an M1 tank. Snake destroys the tank, yet somehow Raven sustains no injuries.

▷Sees into Snake's ancestry

▲The second time Raven faces Snake, he tells him "Blood from the East flows within your veins." It is later revealed that the egg of a Japanese woman was used when Snake was cloned, meaning Raven's judgment was correct.

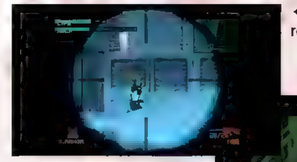
CHARACTER FILE 12

SNIPER WOLF

Deadly sharpshooter with exceptional patience

Brilliant Kurdish sniper with Northern Aryan blood. Big Boss saved her from the harsh environment she was living in when she was young, and she learned sniping from the Gurkhas, said to be the greatest sharpshooters in the world. Taking full advantage of the natural patience the fairer sex is blessed with, she can remain in position for a week without moving. She takes part in Liquid's revolt to have her revenge on the world, but ends up falling to Snake in their battle in the snowfield.

"Didn't you know that two thirds of the world's greatest assassins... are women?"



◀Uses special mercury-tipped rounds.

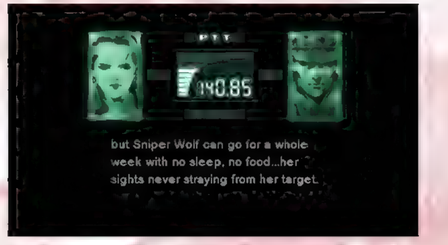
▶Wolf challenges Snake on more than one occasion, believing in her ability to always kill what she aims at.

// WOLF ANALYSIS //

▷Her pride as a "wolf"

▲Wolf spares Meryl's life, telling Snake she doesn't like to see women or children get hurt. Though driven by revenge, in the end she sticks to her beliefs.

▷FOXHOUND's best shooter



▲Naomi tells Snake that Sniper Wolf is FOXHOUND's best shooter. She can wait for a week, not eating or drinking, not moving a muscle as she remains in her perch. On top of this, she takes tranquilizers to prevent her hands from shaking.

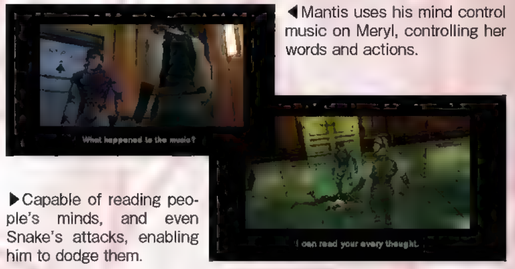
CHARACTER FILE 13

PSYCHO MANTIS

"Now I will show you why I am the most powerful practitioner of psychokinesis and telepathy in the world."

FOXHOUND's psychic soldier, who has read the pasts and the minds of thousands

Former member of the KGB's psychic intelligence unit. After the fall of the Soviet Union, he moved to the United States in search of work, where he joined the FBI as a psychic profiler, working on a number of cases. However, five years prior to the Shadow Moses Incident, Mantis dove too deeply into the mind of a serial killer, adopting some of the killer's traits and becoming a murderer himself. He subsequently became a freelance psychic agent, operating around the world, before being headhunted by FOXHOUND. Before dying, he tells Snake he took part in Liquid's uprising simply to have an excuse to kill as many people as he could.

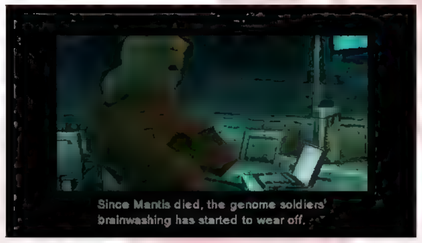


◀Mantis uses his mind control music on Meryl, controlling her words and actions.

▶Capable of reading people's minds, and even Snake's attacks, enabling him to dodge them.

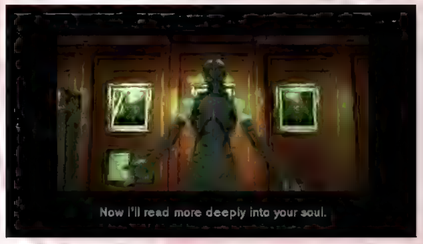
MANTIS ANALYSIS

▷His powers include mind control, mind reading, and telekinesis



▲In addition to his mind control music that can control his target's mind and body, Psycho Mantis also possess mind reading and telekinetic abilities. His brainwashing played a big part in the entire next-generation special forces supporting Liquid's "revolution."

▷Reads save data



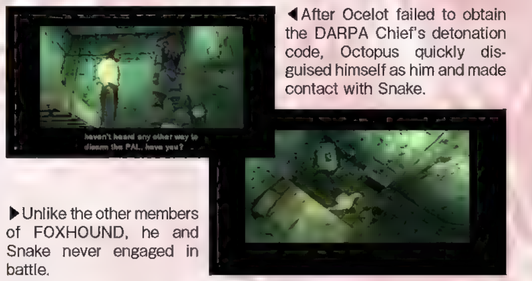
▲Saying "Now I'll read more deeply into your soul," Mantis checks for save data from a variety of games. If specific titles or genres of games are there, he will mention them specifically.

CHARACTER FILE 14

DECOY OCTOPUS

Master of disguise who takes everything from a target when copying them

Member of FOXHOUND and master of disguise. After the DARPA Chief (Donald Anderson) dies during Ocelot's torture, Octopus disguises himself as him and remains in Anderson's cell until Snake makes contact with him. Playing dumb, he tries to get information from Snake about how to launch Metal Gear REX's nuclear warhead, but close contact with Snake infects him with FOXDIE, killing him before his real appearance is ever seen.



◀After Ocelot failed to obtain the DARPA Chief's detonation code, Octopus quickly disguised himself as him and made contact with Snake.

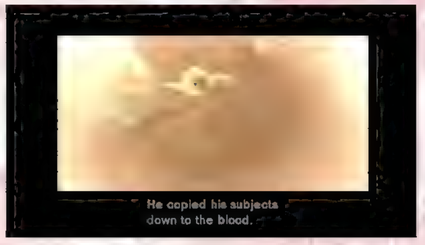
▶Unlike the other members of FOXHOUND, he and Snake never engaged in battle.

OCTOPUS ANALYSIS

▷A slip of the tongue

▲The members of FOXHOUND referred to the revolt on Shadow Moses Island as a "revolution." Octopus may have disguised himself as the DARPA Chief, but he made the mistake of using the latter word when speaking to Snake.

▷Even took his targets' blood

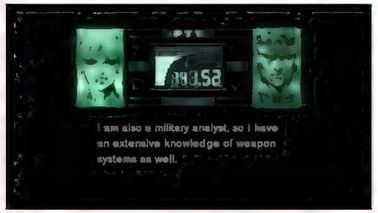


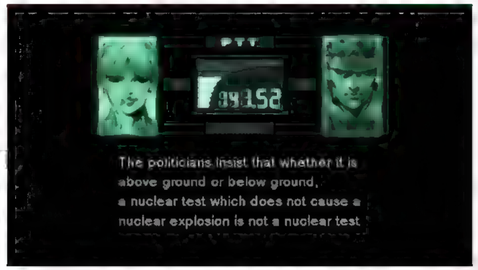
▲Decoy Octopus's disguises extended even to the blood. He took the DARPA Chief's into himself while placing his own blood in storage.

CHARACTER FILE 15 NASTASHA ROMANENKO

Freelance military analyst who advocates for the abolition of nuclear arms

Ukrainian military analyst who lost her parents in a nuclear power plant accident and was exposed to radiation in the same disaster. Knowing firsthand the tragedy and inhumanity of radiation exposure, she has made it her mission to help rid the world of nuclear weapons.



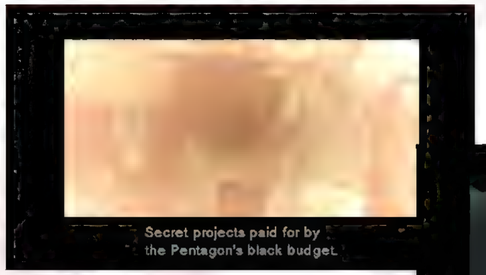

The politicians insist that whether it is above ground or below ground, a nuclear test which does not cause a nuclear explosion is not a nuclear test

◀In addition to everyday weapons, she also possesses an enormous amount of knowledge of high-tech weaponry and nuclear arms, which she shares with Snake via Codec.

▲Familiar with countries' treaties and efforts to abolish nuclear weapons, as well as nuclear deterrent theory and other topics, Nastasha relays the actual state of affairs to Snake.

CHARACTER FILE 16 KENNETH BAKER

President of ArmsTech, developer of Metal Gear REX



▲Developed Metal Gear REX as a top-secret project in collusion with the Department of Defense.

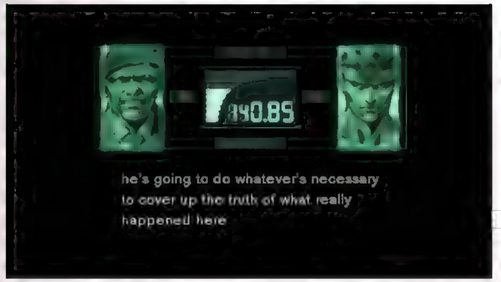
President of defense contractor ArmsTech. Taken hostage by FOXHOUND while visiting Shadow Moses Island to oversee the exercise for Metal Gear REX.

▶Though Snake rescues him, he is infected with FOXDIE and soon dies.

CHARACTER FILE 17 JIM HOUSEMAN

The U.S. Secretary of Defense and commander of the operation

Commands Snake's mission from AWACS (Airborne Warning and Control System). Worked closely with ArmsTech on Metal Gear REX, and was friends with the DARPA Chief.

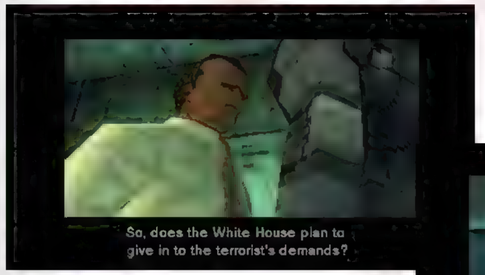


▲Worried about the project becoming public, Houseman had Snake injected with FOXDIE and sent to the island to eliminate FOXHOUND and everyone else involved.

◀Having learned of Naomi's betrayal and concerned about the effectiveness of FOXDIE, he tries to blow up the entire island with a tactical nuclear strike to eliminate all evidence, but is arrested instead.

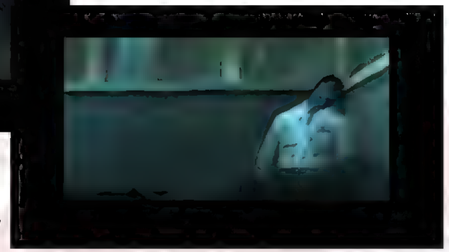
CHARACTER FILE 18 DONALD ANDERSON

Central figure behind Metal Gear REX and the new nuclear warhead



▲Snake was speaking to an impostor—Decoy Octopus.

DARPA Chief. Taken hostage when FOXHOUND revolted when he was visiting the island. Subsequently killed by Ocelot during torture, with Decoy Octopus taking his place.



▶The real Donald Anderson was killed by Ocelot, his body left to decompose in the medical room.

THE EXPLANATION OF

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

[Commentary]

The "genes" *MGS* left behind

MGS was the first title in the *Metal Gear* series made fully in 3D. The three-dimensional environment allowed for the screen to have depth and increased the playability of infiltration without being spotted. The addition of fully voiced 3D cutscenes also gave the game a cinematic feel. In this section, we'll look at the series turning point, *MGS*, through both a technical and story-based lens.

Features Originating from *MGS*

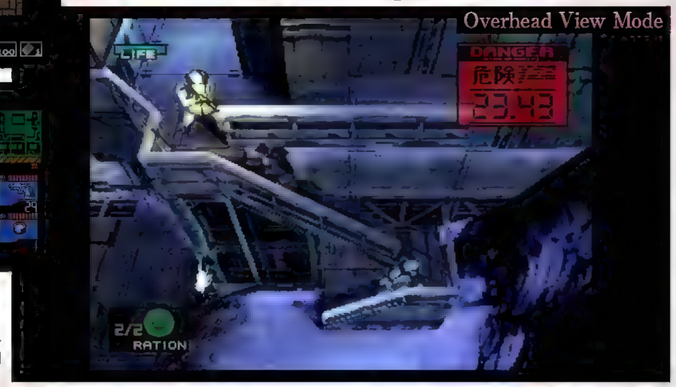
Multiple camera modes and a radar showing the field of vision

Several features that would become main staples of the series were first introduced in *MGS*—the first being the camera modes. In *MGS*, there are four camera modes, with the standard mode being Overhead View Mode, which shows Snake diagonally from above. However, if Snake sticks to a wall or other object, the camera will move to face him, allowing the player to peak around corners in Behind Mode. By pressing the the First Person View Mode button, the camera will enter First Person View Mode, and when crawling in narrow spaces, the camera will automatically enter Intrude Mode. It was from *MGS* that changing camera modes depending on the situation became possible. In addition, the radar at the top right of the screen changed to show both the surrounding area and the field of vision of enemies. This made it easier to move using enemy or surveillance camera blind spots and created a rule of "found in range, not found outside." Both these features would find their way into future titles as well.

The four cameras of infiltration

◀The maps from the two *MG* titles were in 2D, and also appeared to have height, but this was merely an illusion.

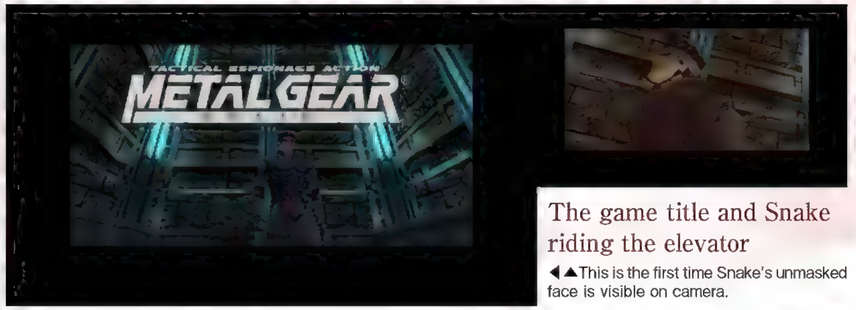
From 2D to 3D, and the change to four camera modes



▶Along with 3D graphics came a standardized camera system.

Implementing cinematic camerawork

As the first of the series to be in 3D, *MGS* readily adapts the camerawork used in movies because of the ability for the camera be placed freely, making cinematic cutscenes possible. Here we will break down the various techniques and camerawork used to create the cutscenes in the game. Starting with the opening scene leading up to the game title, just like in a movie opening, camerawork is implemented to portray the protagonist, Snake, from behind the game credits. The cutscene starts with Snake infiltrating via the cargo dock into the elevator. The camera doesn't show Snake himself, but instead expresses the ascending of the elevator from the first person perspective, and then focuses on his cast aside diving gear. Finally, after Snake discards his mask, we see his real face and the game title. The flow of these series of events creates the effect of added emphasis to the game title Also, in conversation scenes, the camera is panned and the subject is changed, similar to the camerawork in movies. One example is the scene where Snake talks to Otacon about the new Metal Gear. Action scenes are used in short succession to create a sense of urgency, while the camerawork emphasizes intensity with angles from below. These techniques are relied on heavily for each boss fight. Implementing such camerawork and cinematography in *MGS* increased the overall quality of the cutscenes and also became a common characteristic shared with future titles.

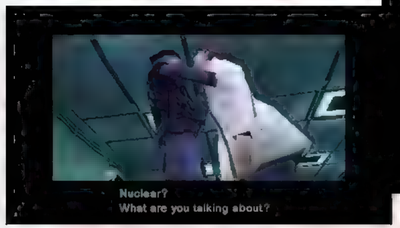


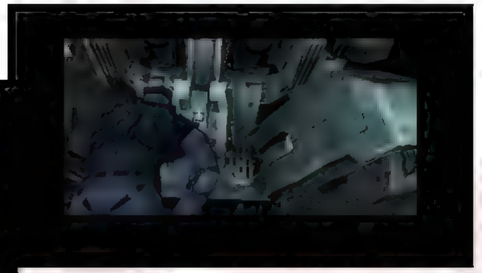
The game title and Snake riding the elevator

◀▲This is the first time Snake's unmasked face is visible on camera.

▼Cinematic camera angles are used in the scene with Otacon and Snake.

▶A shot from below adds impact to the scene during the battle with Metal Gear REX.

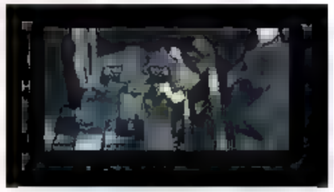




Cinematic cutscenes made possible by the 3D graphics

Cutscenes — The adoption of real-time rendering

At the time, cutscenes were generally processed in advance in a process called pre-rendering, but *MGS* used real-time rendering, making it possible to seamlessly transition from gameplay to cutscenes.



▲Cutscenes made with real-time rendering were a first in *MGS*, but cutscenes for future titles in the series would go on to use the same methods

Codec Calls — Expanding horizons with the Codec

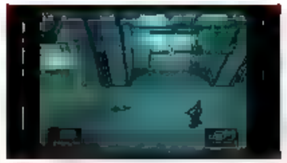
By contacting specific people on the Codec, players could gain supplementary information about the world. Previous titles also used a similar system, but from *MGS* onwards players could uncover the truth behind the mission, and hear commentary about the world at large

▲Contact Nastasha Romanenko to hear detailed information and commentary on nuclear weapons.

▲Idle chitchat from specific characters when saving also became a series staple.

Other Features — Familiar challenges and production

Special features such as receiving a code name after clearing the game and accessing special items from the second playthrough were implemented with *MGS*. The conversations after completing the game was a concept used previously in *MG*, but this time they were voice acted.



Special Items

▲Meet all the necessary conditions to earn a bandana and stealth camo.

Post-ending Conversation

▲It is revealed after the end of the game that Ocelot is a spy

Nuclear Weapons and the *Metal Gear* Series

A key component of the series is the existence of nuclear weapons, and each character has their own motives when it comes to the new type of nuclear weapon, Metal Gear. It is a story set in an era where the Cold War, nuclear deterrence, and disarmament are intricately intertwined on a global scale. Here we will explain the real history of nuclear weapons development, the state of the world now, and how it all relates to *MGS* as well as the whole series.

The worldly affairs behind *MGS*

MGS takes place in 2005, the future at the time of sale in 1998. During development, the world entered an era of disarmament. The U.S. and Russia signed the Strategic Arms Reduction Treaty (START II), where both countries agreed to reduce their nuclear weapons stock. Then, negotiations for START III were meant to begin. That is the state of affairs incorporated into the world of *MGS*. The prologue takes place just before START II is to be signed. Terrorists occupy a nuclear weapons disposal facility, hijacking a nuclear weapon in the process. The threat of nuclear weapons and the shadow their many problems cast over the world become apparent as Snake takes them on.

Just before START III is to be signed

▲A rift forms between the U.S. and Russia after U.S. development of a new nuclear weapon is discovered.

The threat of an invisible nuclear warhead

▲The ability of Metal Gear REX to use its rail gun to fire invisible nuclear warheads from anywhere in the world makes it a fearsome weapon.

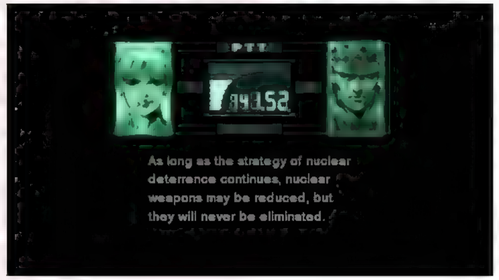
The aftermath of disarmament

▶Disarmament resulted in the disposal of a large number of nuclear weapons. However storage facilities were lacking. Shadow Moses Island was a temporary disposal site

'In reality, START II never went into effect, and START III negotiations have not progressed as of March 2023.

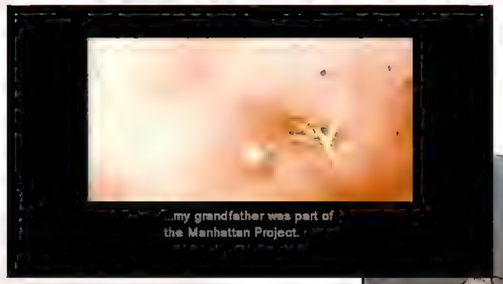
Nuclear weapons, the Cold War, and nuclear deterrence

The United States conducted the world's first nuclear test in July 1945. In August of the same year, they dropped nuclear bombs on both Hiroshima and Nagasaki, marking the start of the nuclear era. After World War II, a conflict between the capitalist West, and the communist East broke out. This was the beginning of the Cold War, largely between the U.S. and U.S.S.R. The U.S.S.R.'s successful nuclear test in 1949 then began the nuclear arms race between the two nations. Starting with the U.K. in 1952, more and more nations became nuclear powers. It was out of this situation that the theory of "nuclear deterrence" was born. The idea was that by retaining nuclear weapons, the threat of a counterattack would deter the outbreak of war, and the use of nuclear weapons themselves. This theory was widely adopted by countries that possessed nuclear weapons, leading to a movement to justify their possession. At the end of the Cold War, both the United States and Russia agreed to greatly reduce their stock of nuclear weapons. However, the theory of deterrence remains a major hurdle in eliminating all nuclear weapons completely.


PTT
As long as the strategy of nuclear deterrence continues, nuclear weapons may be reduced, but they will never be eliminated.

◀As of January 2022, more than 12,700 nuclear weapons still exist in the world. In *MGS*, Nastasha says that "As long as the strategy of nuclear deterrence continues, nuclear weapons may be reduced, but they will never be eliminated."

Metal Gear and nuclear weapons development



◀Otacon's grandfather took part in the planning of the production of the nuclear bomb in the Manhatten Project, but he regretted it until the day he died.

NO. MACHINES DON'T MAKE MISTAKES. ONLY MEN DO. THAT'S WHY A FULLY AUTOMATED, MECHANIZED DETERRENT LIKE PEACE WALKER IS NEEDED.
That's why, a fully automated, mechanized deterrent like Peace Walker, is needed.

▶In *MGS:PW*, Coldman believes that retaliation led by humans is unreliable, so he forms a plan to construct an AI system that can execute a nuclear attack without fail.

Disarmament, deterrence, and Metal Gear REX

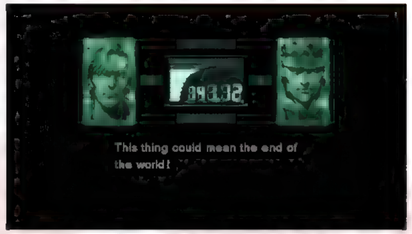
Even with the Cold War over, the theory of deterrence remains popular. The DARPA Chief, Donald Anderson, and ArmsTech president, Kenneth Baker were strong believers of a strong America and deterrence. Citing other major nuclear powers, Russia and China, Baker even said, "Complete nuclear disarmament is an impossibility... To maintain our own policy of deterrence, we need a weapon of overwhelming power." The weapon developed was the nuclear equipped bipedal tank, Metal Gear REX. With invisible nuclear warheads undetectable by radar, and the ability to cross any terrain, REX is a powerful weapon that would destroy the world military balance. However, it was a double-edged sword for the U.S., with their stance of disarmament. If made public, their authority would be undermined.

▶Baker explained, "You're wrong. The threat of nuclear war isn't gone... In fact it's greater than it's ever been."

▲Campbell entrusts Snake with the suppression of the terrorist group. If their actions were made public, the U.S. would lose all of its authority.

The threat of Metal Gear REX and its capabilities

Metal Gear REX's most innovative feature is its ability to fire invisible warheads via its ultra-high velocity rail gun. The system doesn't use propellants, meaning missile detection systems cannot use rocket emissions to detect the projectory of the missile. It also has a surface piercing warhead designed to penetrate underground bases, and a reentry vehicle that uses stealth. Impossible to find, intercept, and hide underground from, it is an astounding weapon. In addition, Metal Gear REX can move freely on virtually any terrain, and can launch a nuclear strike on its own, while solving major problems with existing weapons, such as satellite surveillance in ICBMS (intercontinental ballistic missiles) and limited options for launch points in SLBMs (submarine-launched ballistic missiles).



▲Nastasha says, "It's a weapon to be feared, believe me," and Otacon also states, "This thing could mean the end of the world!" when talking about Metal Gear REX.

About the Theme of "Genes"

Gene technology, its development, and its pros and cons

The theme of *MGS* is "genes," including fate as guided by genes, the successes and secrets of gene therapy, and the pros and cons regarding genes, as well as the dark side of genetic manipulation. The backdrop and setting of this story is the rapid development of genetic technology during the 20th century. "Genes" represent the characteristics, or inherited traits, that one passes on to their offspring. The field of genetic engineering drew attention for its manipulation of genes in the 1970s. The techniques were used to diagnose and treat human illnesses, improve crops, and produce helpful proteins from microorganisms, as well as in other ways. Cloning technology also made great advances in the 20th century, with the first cloned mouse born in the 1980s and Dolly, a sheep cloned from somatic cells, born in 1996. While these advances were taking place and the application of gene technologies increased, so did the ethical and moral controversy surrounding possible military applications, the cloning of humans, and gene therapy.

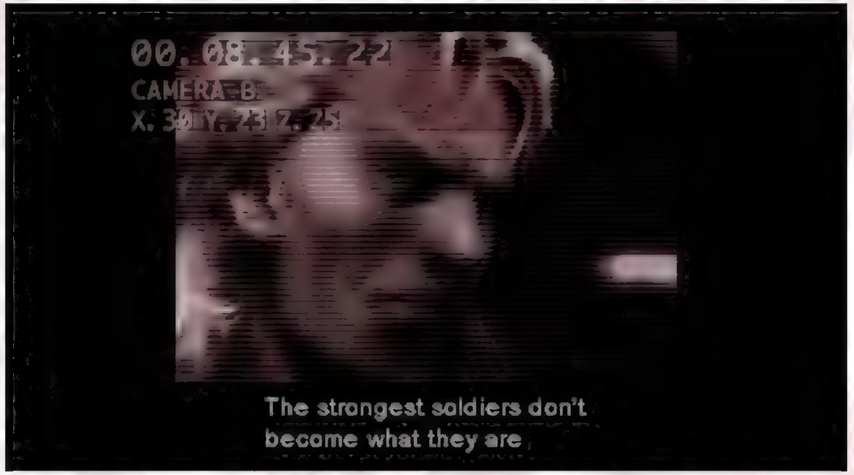
◀There are ethical issues when it comes to cloning. Even *MGS3*'s Para-Medic, or Dr. Clark, said, "I can't condone it on moral grounds," but was excited about the possibilities.

▲Liquid, who was a clone, said "You and I are just copies of our father, Big Boss."

▲Naomi advises Snake in *MGS*, "You mustn't allow yourself to be chained to fate...to be ruled by your genes."

Metal Gear and gene technology

The success of miliary applications of gene technology are prevelant in *MGS* and other entries in the series. The next-generation special forces Genome Soldiers strengthening through gene therapy are one such example. Due to the soldier genes in their bodies, which are specifically related to battle, they have superior hearing and sight compared to regular soldiers. The protagonist Solid Snake, is also a product of the advances in gene technology. As a clone of legendary soldier, Big Boss, he has even used his outstanding abilities to save the world over and over again. However, the dark side of gene technology is also portrayed. Because of his existence as a clone, Liquid leads a life consumed by a desire for revenge. Many lives were also sacrificed for gene therapy, and even the Genome Soldiers born from its processes begin to face their demise because of it. Snake's body also rapidly ages due to the effects of gene therapy. At the age of 41-42, his body has reached its limit in *MGS4*.



▲The Genome Soliders are soldiers created through gene engineering technology to be preconditioned for combat. As Naomi says, "The strongest soldiers don't become what they are by acquiring their skill through training or experience."

Commentary Series

Who was Big Boss? -01-

BIG BOSS

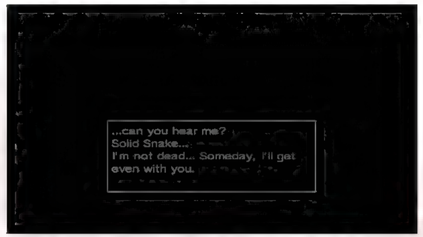
Known as a "legendary soldier" and also as the past commander of FOXHOUND, Big Boss is the origin of the clones, Solid and Liquid Snake, who appear in *MGS*.

Metal Gear's most important character, Big Boss

In *MGS*, only the details of his death are known, but he doesn't actually appear in the game. Here we will explain what he was trying to accomplish in the Outer Heaven Uprising and Zanzibar Land Disturbance.

1995 Outer Heaven Uprising

In the 1990s, Big Boss was commander of special forces unit FOXHOUND, but behind the scenes he was working to create a world where all soldiers could live freely. Thus he founded the military state of Outer Heaven in South Africa, where development of the nuclear equipped bipedal tank, TX-55 Metal Gear, was taking place. However, news of this development reached the U.S. government, who then ordered an investigation of FOXHOUND. Big Boss dispatched Gray Fox followed by new recruit, Solid Snake. It turns out Snake had only been sent in to gather false information, however, because Snake defies Big Boss's expectations, the scheme fails, ending in the complete destruction of Outer Heaven.



▲The moment Snake escapes Outer Heaven, it explodes in a burst of flames.

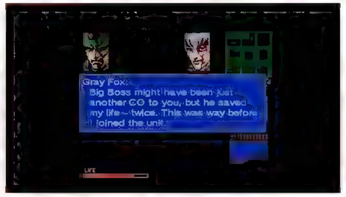
▲At the end of the mission, Big Boss tells Snake, "I'm not dead... Someday, I'll get even with you."

1999 Zanzibar Land Disturbance

After the defeat of Outer Heaven, Big Boss heads to Zanzibar Land, a small country in Central Asia, where he becomes a military adviser and proceeds with the development of Metal Gear D. However, once again FOXHOUND's Solid Snake stands in his way. Big Boss battles with him but is defeated, losing his life in the process.

Others thoughts on Big Boss

Schneider, a former resistance member of Outer Heaven, was grateful to Big Boss for saving him from the explosion. Gray Fox also spoke of how Big Boss saved his life twice, showing that those close to Big Boss deeply respected him.


Gray Fox:
Big Boss might have been just another CO to you, but he saved my life—twice. This was way before I joined the unit.
LIFE

The truth of the two Big Bosses as shown in *MGS:TPP*

During the Outer Heaven Uprising, Snake takes on Big Boss in battle in the depths of the fortress after infiltrating. Big Boss is defeated by Snake and dies. However, it was in fact Venom Snake, Big Boss's body double and *MGS:TPP*'s protagonist, who fought Snake in this battle. The real Big Boss was actually alive and well after the fall of Outer Heaven and continued working to achieve his goal in Zanzibar Land.

VENOM SNAKE

▲Venom Snake appears on behalf of Big Boss to kill Snake after he infiltrates into Outer Heaven.

BIG BOSS

▲At last, Snake takes on the real Big Boss. Upon defeating him, [illegible]

A return in *MGS4*

The defeated Big Boss in *MG2* was quietly retrieved by his henchmen, who revived him but left him for dead. However, he is awakened in *MGS4* and meets Snake.

Who was Solid Snake?

A clone born of the Les Enfants Terribles project and one of the main characters of the *Metal Gear* series. We will now introduce his history fighting Metal Gears and also talk about his character and its relation to the series.

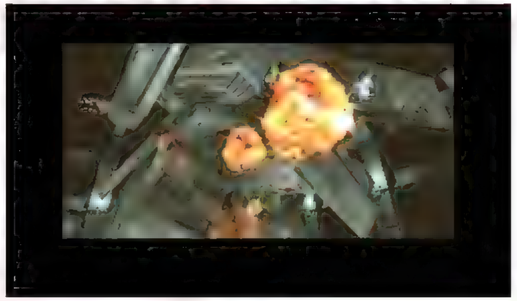
SOLID SNAKE

A specialist in infiltration, known as a "legendary hero" and "one who makes the impossible possible" after completing many difficult missions. He loves cigarettes and cardboard boxes.

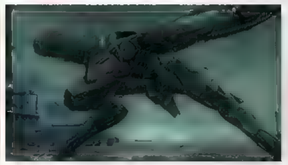
A legendary hero and his deep connection to Metal Gear

Solid Snake's history is also the history of Metal Gear. Snake was born in 1972, a clone of Big Boss. After fighting in the Gulf War as a member of the Green Berets, he entered FOXHOUND. In the 1995 Outer Heaven Uprising, he fought TX-55 Metal Gear, and then Metal Gear D, piloted by Gray Fox, during the Zanzibar Land Disturbance in 1999. After leaving FOXHOUND, he then fought Metal Gear REX, piloted by Liquid, in 2005 during the Shadow Moses Incident. Then, in 2007, he infiltrated the dummy tanker to investigate Metal Gear RAY, and assisted Raiden during the Big Shell Incident in 2009 to help bring down Arsenal Gear, a type of Metal Gear. In 2014, Campbell requests he eliminate Liquid Ocelot. He moves to achieve this, piloting Metal Gear REX to take out Metal Gear Ray, piloted by Ocelot. This is the history of Snake's life from birth, and how he spent it fighting Metal Gears.

Encountering Metal Gear three times on Shadow Moses

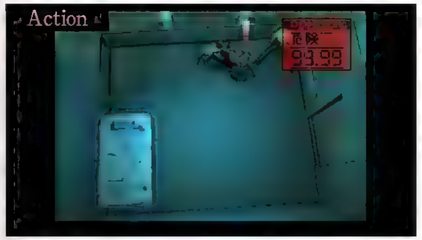


◀Even after defeating Metal Gear REX, Snake's connection to Metal Gear continues for many more years.



An infiltration expert who uses various weapons and items to get the job done

A variety of specialized skills are required during an infiltration mission, from acquiring weapons and items, to using specialized equipment. Snake can accomplish all that, along with having excellent combat abilities. He is definitely worthy of being called an expert in infiltration.



▲Like Big Boss, the cloned Snake is also highly skilled in the art of hand-to-hand combat.

▲Skilled with a variety of weapons, there are times when Snake must take on helicopters and even tanks all on his own.

Changes following the Shadow Moses Incident

Following the Zanzibar Land Disturbance, Snake retired and avoided interacting with people by moving to Alaska. However, following his battle with Liquid, and having met Meryl, he decides to seek a new way of life that's not just for himself. After the Shadow Moses Incident, Snake joins Otacon in forming the anti-Metal Gear organization, Philanthropy, where they work to eradicate Metal Gear from the world after its derivatives were released on the black market.

▲Prior to the Shadow Moses Incident, Snake said he didn't feel truly alive unless he was facing death.

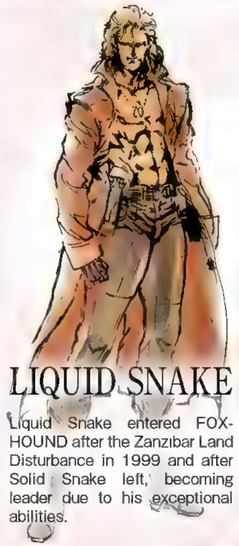
Smokes even though it harms his aging body

In *MGS*, Snake brought cigarettes to Shadow Moses in his stomach, and in *MGS2*, he also has smokes on him. These cases among others, show his love of cigarettes. In *MGS4*, his body is rapidly aging due the effects of genetic engineering and he coughs frequently due to the effects of FOXDIE, but even then, he never stops smoking—even as those around him worry.

▶In *MGS4*, smoking reduces Snake's Life, while at the same time reducing his stress levels.

▲If Snake contacts anyone through the series while smoking, they will reprimand him and tell him it's bad for his health. After being reprimanded by Otacon in *MGS2* for littering, he decided to keep a portable ashtray on hand.

Solid's Archnemesis, Liquid Snake



LIQUID SNAKE

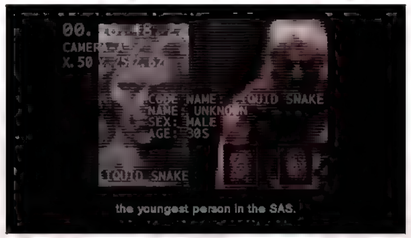
Liquid Snake entered FOX-HOUND after the Zanzibar Land Disturbance in 1999 and after Solid Snake left, becoming leader due to his exceptional abilities.

A Snake who arose on Shadow Moses Island

Born in 1972 as a result of the Les Enfants Terribles project along with Solid Snake, Liquid Snake is Solid's archnemesis in *MGS*. Here we will discuss his journey and character, as well as his goal throughout the series.

[Liquid Snake's history prior to the Shadow Moses Incident]

Born a clone of Big Boss in 1972, as a youth he led an armed group in Africa. Afterwards, he joined the SAS, the British Special Air Service, before moving to SIS, the British Secret intelligence Service. He disappeared in Iraq after he was captured as a sleeper agent.



▲Though he was only in his teens during his time in the SAS, he participated in the Gulf War, where he was responsible for destroying Scud missile launching platforms.

[Rising up as FOXHOUND's leader]

After becoming the leader of FOXHOUND in 2005, he took the FOXHOUND members, as well as the Genome Soldiers, and occupied the nuclear weapons disposal facility on Shadow Moses Island, while demanding the U.S. government hand over Big Boss's remains.

▲FOXHOUND and the Genome Soldiers were summoned to Shadow Moses for Metal Gear REX's battle exercises. Aiming to seize REX, they took action the day the exercises were supposed to take place.

Liquid's goals during the Shadow Moses Incident

[The Genome Soldiers' mutations]

Liquid's goal in demanding the remains of Big Boss was to get treatment for the Genome Soliders' mutations. Because they carried Big Boss's "soldier genes," their bodies were much stronger. However, they also suffered from a mysterious illness. Finding the cause required Big Boss's genetic information.

▲Liquid called the Genome Soldiers, with their soldier genes, his "brothers."

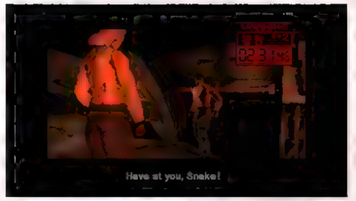
[Fulfilling Big Boss's will]

Liquid thought that by fulfilling Big Boss's will, he could break free from the curse of his heritage, with the final goal of his terrorist attack being to rebuild Outer Heaven using Metal Gear REX.

▲He explained his goal for Outer Heaven saying, "A world where warriors like us are honored as we once were... as we should be."

[A battle with his fated enemy, Solid Snake]

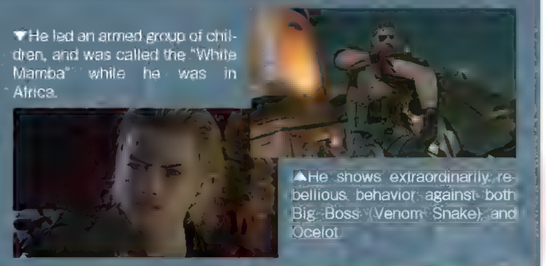
At first, Liquid, filled with hatred surrounding the circumstances of his birth, thought he would get revenge against Big Boss. However, after Big Boss was taken down by Snake, he lost his chance, causing him to feel great animosity towards Snake, and fueling his desire to destroy him.



▲A battle between Liquid and Snake, one who believed in the power of his genes, and one wanted to live freely from them.

Liquid's youth

A young Liquid, known as Eli, appears in *MGS:TPP*, showing his clash with Big Boss (Venom Snake). While he is initially protected at Mother Base, he rebels, gaining control of Sahelanthropus, and escapes.



▼He led an armed group of children, and was called the "White Mamba" while he was in Africa.

▲He shows extraordinarily rebellious behavior against both Big Boss (Venom Snake) and Ocelot.

Ocelot's Work Behind the Scenes

A key figure involved with all the Snakes

Revolver Ocelot, the character who, while working behind the scenes, holds the key to it all. He was both rival and ally of Big Boss, and appears as the archnemesis of his clone, Solid Snake. Let's look at the various sides of Ocelot as he appears in the series in chronological order.

REVOLVER OCELOT

He appears in almost all titles following *MGS*, keeping the Snakes in the palm of his hand while completing his real missions under cover.

Who was Ocelot?

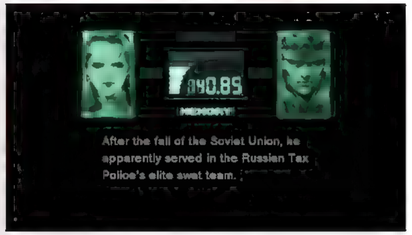
Ocelot's real name is Adamska, and he was born to a World War II hero, The Boss, and the Cobra Unit's, The Sorrow. Immediately after his birth, he was taken by the Philosophers and then raised by members of the GRU and Colonel Volgin. After facing off against Snake (Big Boss) in 1964, he changes his allegiance to support Big Boss, which leads him to be at odds with the Patriots. He adores the Spaghetti Westerns that were made in Italy in the 1960s and 70s and is obsessed with guns. After meeting Big Boss, he starts using revolvers and becomes a master gunman.

A revolver user

▼Ocelot discovers his passion for the revolver in *MGS3*, and pours an unnatural amount of passion into the gun. It's in the same game that he cries out, "Reloading like this, it's a revolution!"

[His bio in *MGS* was a guise]

Naomi talks about Ocelot's background in a Codec call, but because his real aim is disguised, all of the information is actually false.



[Behind the scenes as a spy]

Ocelot first appears as a spy for the president, Solidus, in *MGS*, but he is also a triple agent in *MGS3*. He is often working behind the scenes in the various titles.

1964 *MGS3* First appears as Ocelot Unit leader, and challenges Snake (Big Boss) to battle

MAJOR OCELOT

A young major of GRU Spetsnaz elite group, the Ocelot Unit, with exceptional marksmanship.

He fights numerous battles against Naked Snake, but loses them all. Yet after being told he was more suited to a revolver than an automatic pistol, he never looked back. After the ending credits, it is revealed that he is in fact a triple agent working for the GRU, KGB, and CIA.

▲In truth, he was a spy sent by the CIA to retrieve the Philosopher's Legacy, which had fallen into Volgin's hands. As a result, the U.S. was able to acquire half of the Legacy.

Ocelot's parents

Despite her pregnancy, in 1944, The Boss took part in the landing at Normandy, where she was shot in the abdomen, causing the premature birth of her baby boy on the battlefield. That baby was Ocelot and the father was The Sorrow from the Cobra Unit. Afterwards, Ocelot was taken by the Philosophers and received special treatment as a hero's son.

THE BOSS THE SORROW

1984 MGSV:TPP

A member of the Diamond Dogs, and acts as an advisor to the group

OCELOT

He joined the Diamond Dogs and contributed to its development along with Miller.

It's been nine years since the destruction of Mother Base when Big Boss wakes up from his coma and escapes with Ocelot's help. Ocelot then puts Venom Snake in his place. In Diamond Dogs, Ocelot acts as a tactical instructor and is in charge of interrogations.

▼Miller is captured by the Soviet military while training anti-government guerillas. When briefing Venom Snake on the mission to save Miller, Ocelot tells him, "Let the legend come back to life!"

◀▼Ocelot was involved in Diamond Dog activities, helping Miller train new recruits at Mother Base and more.

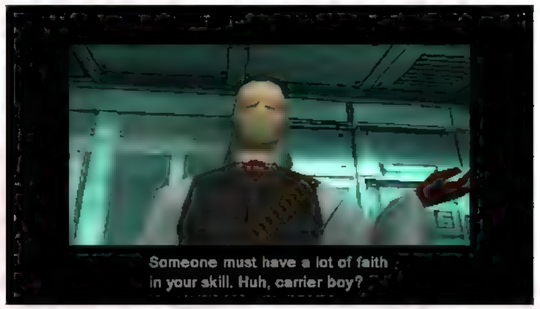
2005 MGS

Enters FOXHOUND to encourage a revolt, and loses his right hand to the Cyborg Ninja

REVOLVER OCELOT

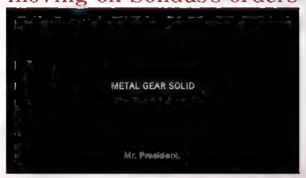
He acted as an advisor to Liquid, but was actually a spy for the president, Solidus.

Ocelot caused the occupation of Shadow Moses Island by encouraging Liquid. Then, in an "accident" during torture, he kills the DARPA Chief Donald Anderson/Sigint. Though his right hand is then cut off by Cyborg Ninja, he still gets his hands on both Metal Gear REX's and the nuclear warhead's test data, which he then leaks to the black market.



▲While torturing Snake, Ocelot calls him a "carrier boy." In fact, he knew about Snake being a vector for FOXDIE.

He was actually a spy moving on Solidus's orders



▲Ocelot reports to Solidus after the ending credits have finished.

2007-2009 MGS2

Steals Metal Gear RAY and disappears only to later carry out a terrorist attack with Solidus

REVOLVER OCELOT

He has Liquid's right arm transplanted to his own, after which his personality seems to be occasionally taken over by Liquid's.

Ocelot participated in Solidus's armed attack, but in reality he was conducting an exercise, the S3 Plan, for the Patriots. However, in the end, he betrays the Patriots and disappears into the sea after Liquid's personality traits begin to appear.

▲Following the instructions of the Patriots, Ocelot sinks the tanker and creates the conditions needed for the S3 Plan to be conducted on the Big Shell. He then appears to go against the Patriots when he invades the Big Shell with Solidus, but he was actually using Solidus the whole time in order to complete the exercise.

◀▼Liquid's personality appears during the Metal Gear RAY fight, where he says he will eliminate the Patriots, before escaping into the sea.

2014 MGS3

Implements his plan to eliminate the Patriots, and draws his last breath after a fight to the death against Solid Snake

LIQUID OCELOT

Ocelot was taken over by Liquid's personality, but it was just an act to deceive the Patriots.

The world is thrown into chaos as Ocelot uses Outer Heaven, a company comprised of five separate PMCs, or private military companies, in an act of revolt to annihilate the Patriots and free Big Boss.

As Ocelot in the end

Ocelot acted as if he were Liquid to trick the Patriots, but at the time of his death, his own personality breaks through and he tells Snake, "You're pretty good."

Otacon's Path

Solid Snake's trusted partner

OTACON[1] (HAL EMMERICH)

Though he can be a bit timid, his will is strong, and once his mind is made up he always sees something through to the end.

Ever since Snake rescued him during the Shadow Moses Incident, Otacon (Hal Emmerich) has put his engineering skills to use to support Snake as his loyal partner. Let's take a look at how this character grows game-by-game.

◀First appeared in *MGS*, where he was rescued by Snake and went on to help him stop the terrorists.

▶Has a playful side. In *MGS2* he shares some nonsensical proverbs with Snake.

Supports Snake via Codec

◀▲Offers backup over the Codec. In *MGS4* he controls the Metal Gear Mk. II, providing direct help.

Nuclear weapons and his family's "dark history"

"We must have the curse of nuclear weapons written into our DNA." Otacon laments speaking about his family's deep connections to the weapons of mass destruction.

He wished for his stepsister Emma to choose a different path, but in the end she did not.

Grandfather

Participated in the Manhattan Project, the program to build an atomic bomb carried out by the United States during World War II. He later said he regretted his involvement until the day he died.

Mother Strangelove

Worked on Peace Walker and Metal Gear ZEKE in *MGS: PW*. In addition, also helped develop the Patriots with Huey, as part of the Philosophers' Quest.

Father Huey

Has helped build multiple Metal Gears (nuclear weapons): Peace Walker and Metal Gear ZEKE in *MGS: PW* and Sahelanthropus in *MGS: TPP*.

Stepsister Emma

Helped found GW, the "dot com about" All of Arsenal Gear, a type of Metal Gear in *MGS2*. In fact, she chose this path in order to get close to Otacon.

[1]The name "Otacon" is derived from "OTAKON," an American event that introduces Asian pop culture.

2005 *MGS* — First appears as developer of Metal Gear REX, and helps Snake complete his mission

Cornered by the Cyborg Ninja in his lab in the Nuclear Warhead Storage Building, Snake appears from out of nowhere and rescues Otacon. Otacon goes on to offer Snake valuable advice over the Codec for the remainder of his mission, from the layout of the base, locations of weapons—even Metal Gear REX's weaknesses—proving to be indispensable to stopping the terrorists.

▲Has feelings for Sniper Wolf, and pleads with Snake not to kill her. He even refuses to tell Snake where to find PSG1 ammo during their second battle.

▼If you submit to Ocelot's torture, Otacon escapes with Snake at the end of the game. He then confesses to Snake, "The whole reason I got into science in the first place was cause I was no good with people. I was scared of them."

2007-09 *MGS2* — Works for Philanthropy now, and provides support to Snake over Codec

In the Tanker Chapter, Otacon backs up Snake as he infiltrates the dummy tanker, whereas in the Plant Chapter, he's the one who figures out that the "Colonel" giving orders to Raiden doesn't actually exist.

◀Offers Raiden information on Metal Gear RAY and Solidus during his battles with them.

Shocking truths revealed

The appearance of Otacon's stepsister, Emma, leads to revelations including his affair with his stepmother and his father Huey's suicide.

▲It had been several years since Otacon and Emma had seen each other, but this would prove to be their final time together.

2014 *MGS4* — Joins the fight remotely through the Mk. II and witnesses Snake's attitude toward life up close

Provides instructions to Snake via the Codec from the Nomad (a transport plane) and controls the Metal Gear Mk. II remotely to assist him. Snake doesn't have very long to live, but Otacon remains by his side until his fight is over.

◀He even piloted a chopper himself in an emergency.

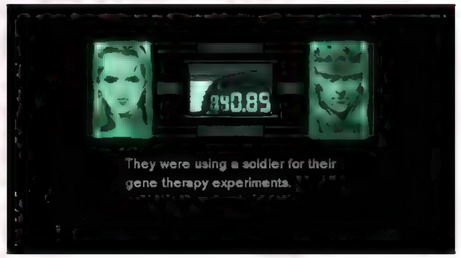
His relationship with Naomi

Naomi is incarcerated after the events of *MGS*, but Otacon and others break her out. As the two of them work together, he gradually falls in love with her.

▲Otacon loses someone else dear to him when Naomi dies after completing her final mission.

The Cyborg Ninja's Identity and History

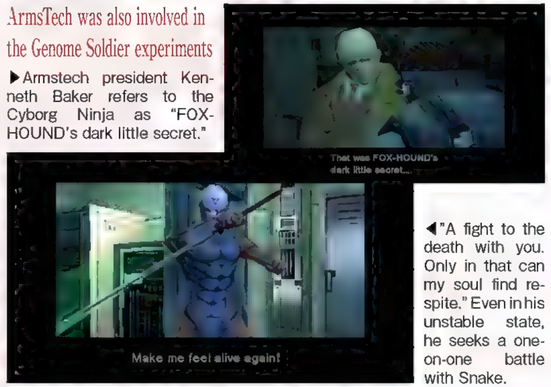
Mysterious cyborg who appears before Snake from out of nowhere



The identity of the Cyborg Ninja roaming Shadow Moses is Gray Fox. After losing in battle to Snake and dying in Zanzibar Land, Dr. Clark had him outfitted with an exoskeleton, drugged, and brought back to life. His body was used for the first gene therapy experiments, with the results of those experiments giving birth to the Genome Soldiers.

ArmsTech was also involved in the Genome Soldier experiments

▶Armstech president Kenneth Baker refers to the Cyborg Ninja as "FOX-HOUND's dark little secret."



◀"A fight to the death with you. Only in that can my soul find respite." Even in his unstable state, he seeks a one-on-one battle with Snake.

Who was Gray Fox?

Appeared in *MG* and *MG2*. Received FOX-HOUND's highest commendation—"FOX." After Big Boss left the unit, he followed him to Zanzibar Land, where he faced off against Snake.

Killer of Naomi's parents

Gray Fox, then a young soldier, was the one responsible for killing Naomi's parents, but he couldn't bring himself to kill her too, and unable to live with the guilt he took her with him and raised her. Naomi, having no idea about what had happened, grew up loving Fox as a real brother. She would also develop an intense hatred for Snake for what he did to him.

▲In the end, Naomi realizes the truth about Gray Fox.

◀Naomi says her brother was like a ghost looking for a place to die.

1995 *MG* — Captured by terrorists, rescued by Snake

Fox, a member of FOXHOUND, infiltrates Outer Heaven under Big Boss's orders, his last transmission consisting simply of the words "Metal Gear..." Snake saves him during his mission, but Fox disappears after it is over.

Snake comes to his rescue

◀Fox shares what he has learned about Metal Gear, then advises him to locate Dr. Madnar, who knows how to destroy it.

1999 *MG2* — Working for Big Boss, Fox intercepts Snake in Metal Gear D

After the Outer Heaven Uprising, Fox followed Big Boss to Zanzibar Land, where he gave Fox a place to fight. Fox, identifying himself only as Snake's "number one fan," helped him over the transceiver, ultimately leading Snake to him and reveling in the battle between them that ensued.

Waiting for Snake

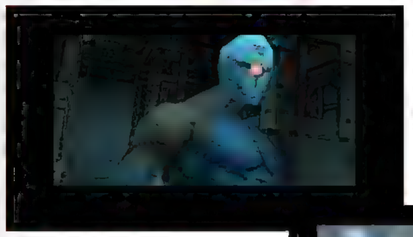
◀Fox attacks Snake in Metal Gear D. After Snake destroys it, Fox challenges him to a hand-to-hand contest.

Gratitude toward Big Boss

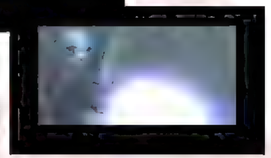
◀Fox was grateful to Big Boss for giving him a place fight. Though he hated war, Fox also realized that he needed it.

2005 *MGS* — Intervenes as an unknown quantity, and battles Snake, reclaiming himself

Fox killed Dr. Clark, who had been conducting human experiments, and escaped her lab. Two years later, he turns up on Shadow Moses and confronts Snake during his mission.



◀With his exoskeleton and drugged-out psyche, Fox is a very different man from when Snake last saw him.



Dies in the battle with Metal Gear REX

▶Fox comes to Snake's rescue, risking life and limb to take out REX's radome.

What was his relationship to the Ninja in *MGS2*?

The "Ninja" in *MGS2* may have looked like the Cyborg Ninja, but in fact this was Olga doing an impersonation of him.

▲The Ninja's presence was part of recreating the Shadow Moses Incident.

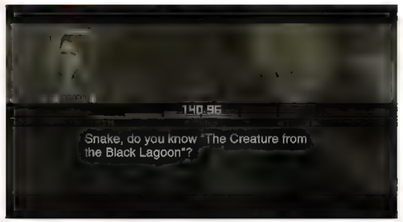
Who was Dr. Clark (Para-Medic)?

A scientist with strong ties to the history of the series

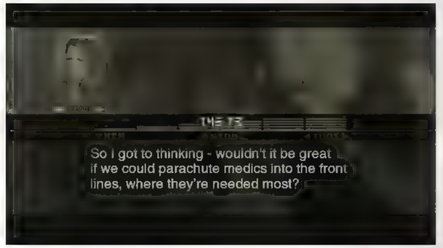
DR. CLARK (PARA-MEDIC)

Dr. Clark is a scientist and former doctor. After assisting in Operation Snake Eater, she joins Zero's organization and studies gene technology.

Naomi's predecessor, Dr. Clark only appears in name in *MGS*, but in truth, she is actually Para-Medic from *MGS3*. She has an important place in the series history, having led the Les Enfants Terribles project amongst other things. Here, we will explain her role through the different periods.

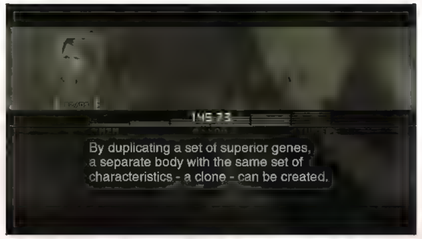


▲An unrivaled lover of movies, she introduced her favorite movies, mostly sci-fi and monster movies, to Snake via the radio.



1964 Supported Snake as a member of FOX

She gave Snake medical support during both the Virtuous Mission and Operation Snake Eater as a member of Zero's special forces unit FOX. She monitored Naked Snake's physical condition and managed the save data via radio throughout each grueling mission. She was also present when he received the name "Big Boss." Afterwards, she worked towards implementing a paramedic system in the U.S., which was achieved in Seattle in 1970. The same year, she joined Zero's new organization, later known as Cipher, and began her research of gene technology.

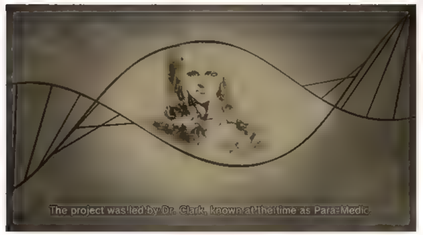


▲In 1964, she expressed her interest in cloning humans.

▲Future members of Cipher (The Patriots), Zero, Sigint, and Para-Medic witness the birth of Big Boss.

1972 The Les Enfants Terribles project starts on Zero's orders

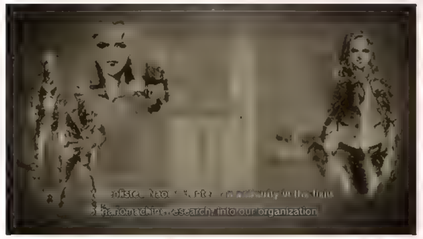
With an interest in cloning from early on, Para-Medic began researching gene technology within Zero's new organization. In 1972, their plan to clone Big Boss, the Les Enfants Terribles project, began with her at the helm. Using a combination of analog cloning and the Super Baby Method, she failed dozens of times before finally being successful. This is when the twins, Liquid and Solid Snake, were born. The project continued until 1976, when using different technology, Solidus Snake was born.



▲Para-Medic fulfilled an important role in the birth of the three Snakes: Solid, Liquid, and Solidus.

1999 Conducted the first gene therapy experiments using Gray Fox's body

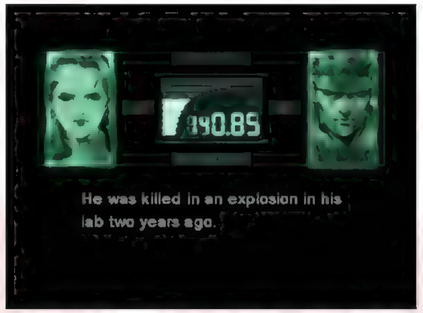
She worked as FOXHOUND's medical chief after Roy Campbell was discharged. Following the Zanzibar Land Disturbance, she retrieved Gray Fox, who was near death. He was then resuscitated and fit with an exoskeleton. His body was also used to perform the first gene therapy experiments, which led to the birth of the Genome Soldiers—soldiers with strengthened combat abilities.



▲Fox was kept sedated, and used for experiments, not even permitted to die.

2003 Killed by Gray Fox

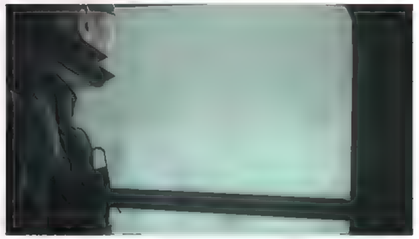
EVA and Ocelot incite Gray Fox to kill Dr. Clark in order to free Big Boss. However, the truth of her death is hidden by Naomi, who says the official cause of death of both Dr. Clark and Gray Fox was an accident in the lab.



▲To protect her older brother, Naomi hides the truth about Gray Fox, also known as Frank Jaegar.

A Record of the Fights on Shadow Moses

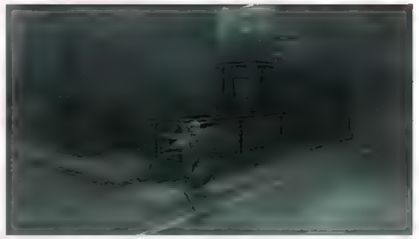
A remote island in Alaska's Fox Archipelago



Shadow Moses Island, located in Alaska's Fox Archipelago in a chain of islands known as the Aleutian Islands, was also the location of *MGS*'s "Shadow Moses Incident." It is revisited by Solid Snake nine years later in *MGS4*, where he fights a second merciless battle. It is a small island with no room for a runway, making it impossible for airplanes to land, and is so remote that even local fisherman hardly visit.

▲Both times Solid Snake was on the island, it was enveloped by a fierce snowstorm.

A nuclear weapons disposal facility born from disarmament



At the start of the 21st century, the United States had already signed START II and was disposing of their warheads. However, their nuclear waste storage facilities were already bursting at the seams, and as such, they built a temporary facility on Shadow Moses Island where they could store nuclear warheads in order to avoid a crisis.

▲Because the nuclear warheads were stored without being dismantled, Liquid was able to use them to his advantage during the revolt.

Developing Metal Gear in complete secrecy

While the site at Shadow Moses Island was officially a nuclear weapons storage facility, in actuality, it was where the nuclear equipped bipedal tank, Metal Gear REX, was being developed. The project was headed by the Defense Advanced Research Projects Agency, or DARPA, and ArmsTech, an arms industry company, with the financial support of the U.S. Department of Defense with the aim of official support for the project. In *MGS*, the project had reached the live exercise stage.

▲Metal Gear REX would have been mass produced if the exercises had been completed as planned.

The changes on Shadow Moses Island from 2005 to 2014

We will examine differences on Shadow Moses between Snake's landings in 2005 and 2014.

Heliport

▲The security measures of the heliport were once strict, with patrols and security cameras, but nine years later, the cameras are broken and there is no one in sight.

Research Lab

▲▶In the Otacon's research lab, where Snake fought the Cyborg Ninja, the scattered documents remained as they were.

Snowfield

▲▶In 2014, Snake fights Crying Wolf where he once stood against Sniper Wolf.

Blast Furnace

◀▼In *MGS*, the furnace was hot with use, but after the Shadow Moses Incident it remained cold and neglected.

After collecting dust for nine years, Metal Gear REX takes on Metal Gear RAY in *MGS4*

▼Liquid left REX as it was in the heavily damaged underground base.

▲Snake plans to escape the island with Metal Gear REX, but RAY gets in his way.

Related Works Guide

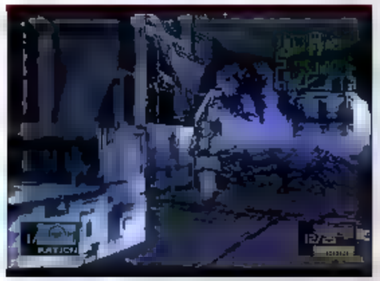
Metal Gear Solid: Integral

■Released in 1999

Three-disc special edition, with in-game extras and additional gameplay

Based on the original *MGS* released the previous year, *Integral* had several upgrades, including new costumes and difficulties, and changes to the code name system. In addition, "1P View Mode," a mode made available after clearing the original game, was added. Stand-alone, 300-stage "VR Training" mode was also added.

▲In addition to the two discs containing the main game, a third disc with VR Training was included.



▲1P View Mode made it possible to move and shoot weapons in the first person, which provided a FPS-like experience.

Difficulty Starts with four different difficulty levels

The difficulties are divided into Very Easy, Easy, Normal, Hard, and Extreme, with Extreme becoming available after one playthrough. In Very Easy, the player is provided with a submachine gun, the MP5, at the start of the game.

▶The weapon bonus in Very Easy is to help beginners who are not used to the stealth genre.

Main Game Enjoy English voice acting (with Japanese subtitles)

In the Japanese release of *MGS*, only Japanese voice acting was available. However, in this version, players could only listen to English voice acting. While the story is the same as the original, reading subtitles gave the game a western movie like feel.

◀Players could choose between English or Japanese subtitles.

*All copyright information displayed on the game screen is from the original time of release and differs from current copyright information.

VR Training An independent disc with 300 stages of training

The third disc in *Integral* contained "VR Training," a virtual environment where players could take on various missions. It included Sneaking Mode, Weapon Mode, Advanced Mode, and Special Mode, and taught players about various infiltration methods and weapons.

VR Training was sold separately overseas

Integral was only released in Japan, but the VR Training component was sold separately overseas as *Metal Gear Solid: VR Missions* in North America and *Metal Gear Solid: Special Missions* in Europe.

▲Players could continuously challenge themselves because clear time and other data could be saved.

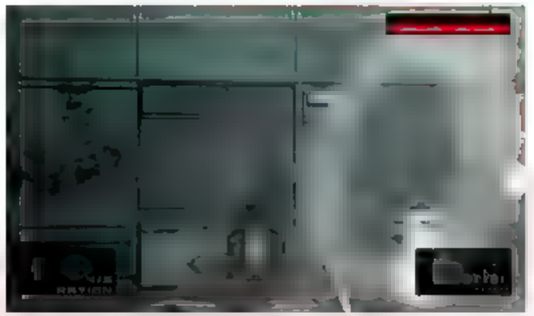
◀In Sneaking Mode, players practice infiltration by avoiding enemies and making it to the goal with being spotted.

Metal Gear Solid: The Twin Snakes

■Released in 2004

A remake in terms of production and visuals

The Twin Snakes is a remake of *MGS* with enhanced graphics and added actions, such as hanging, first-person aiming, and hold-ups. It also contained even more patterns for enemy soldier patrols, employing many of the new game features from *MGS2*. In addition, the cutscenes were adjusted to contain even more action than before. Voice acting is also only available in English, but with some newly recorded dialogue.



▶Unlike in the original release, the addition of a tranquilizer gun made stamina kills in boss fights possible.

MGS Character Quotes and Profiles

Centered on the existence of the nuclear equipped bipedal tank, Metal Gear, *MGS* addresses the inescapable fate imposed by our genes, as well as containing an anti-war and anti-nuclear weapon stance. In this section, we will highlight iconic dialogue and scenes from *MGS* and look at what characters felt and what they risked on the battlefield.

SNAKE

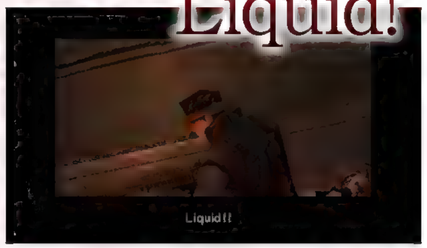
Snake speaks often of what he learned in previous battles, and also his way of life.

Clashing with Liquid

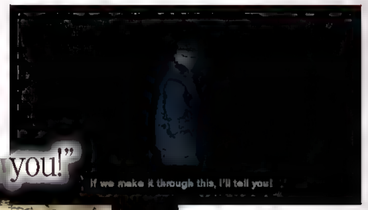
▶While Snake is normally cool and collected, his emotions are laid bare when he fights Liquid.

"I operate on instinct."

"Liquid!"



"This isn't a training exercise.
Our lives are riding on this.
There are no heroes or heroines.
If you lose, you're worm food."



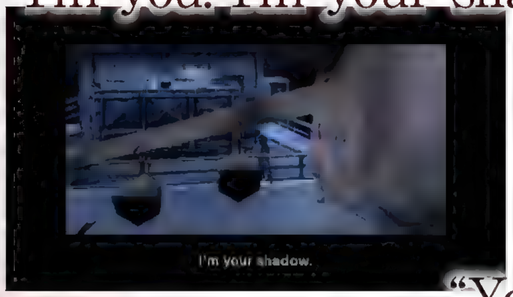
"If we make it through this, I'll tell you!"

Snake sets off on a new journey to find his place after the battles are through

◀Through his mission, Snake discovers a new way of living where he doesn't just live for himself.

"Someone like you...
Maybe that's the real way to live."

"I'm you. I'm your shadow."



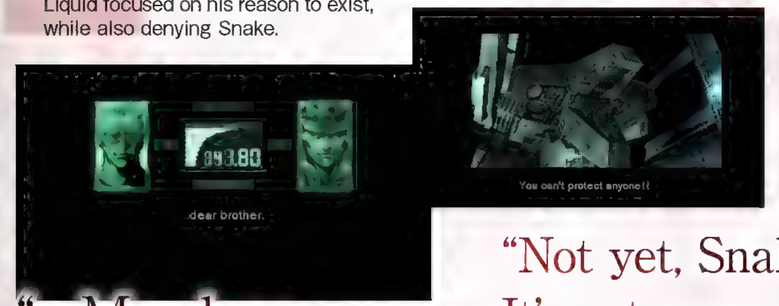
Liquid flies the Hind D at will and attacks Snake from above

◀Liquid in the Hind D and Snake on the ground, the two exchange hostile words as they fight.

"You can't protect anyone!!"

LIQUID

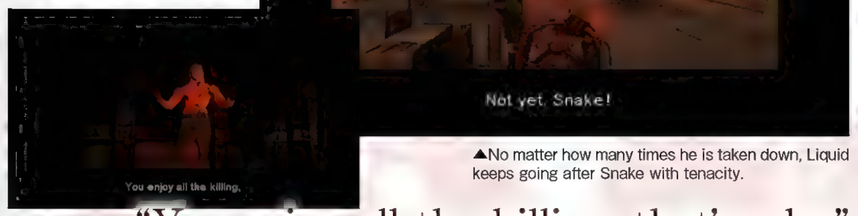
Liquid focused on his reason to exist, while also denying Snake.



"Not yet, Snake!
It's not over yet!"

"... Me...dear brother."

Snake risks his life in a car chase as Liquid pursues him.



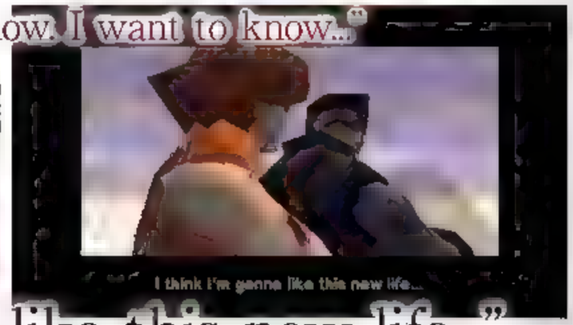
▲No matter how many times he is taken down, Liquid keeps going after Snake with tenacity.

"You enjoy all the killing, that's why."

MERYL

Meryl looks for the path she must take while fighting together with Snake.

"I want to know why I've lived the way I've lived until now. I want to know..."



▶Afraid of choosing her path, Meryl continued to deceive herself. But through fighting she decided she could learn who she truly is.

"I think I'm gonna like this new life..."

"Call me Otacon."

OTACON

At first, Otacon was unenthusiastic, but through the incident, he grew as a person.

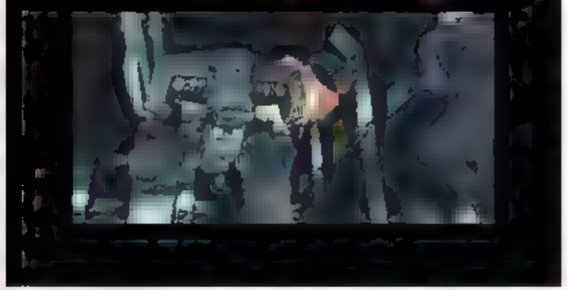
"Life's more than just a game of win or lose. Don't you think?"

"Are you an otaku too?"

CYBORG NINJA

While he kept looking for a fight with Snake, in the end, he gave his life to protect the man.

"Make me feel alive again!"



"I'm like you... I have no name."

Boldly taking on Metal Gear REX alone

◀He helped Snake during the REX fight by destroying the radome despite getting seriously injured in the process.

"Fighting was the only thing...the only thing I was good at, but... at least I always fought for what I believed in..."

"You're pretty good."

OCELOT

Though he enjoyed the battles, he had other miss ons behind the scenes.

"It's been a long time since I had such a good fight..."

"Thank you. Good-bye, Mr. President."

Takes on opponents with a brilliant ricochet shooting technique

▶During their showdown, Ocelot uses his ricochet technique to shoot bullets at Snake.

"Six bullets. More than enough to kill anything that moves."

CAMPBELL

As a former superior and subordinate team, Campbell places all his trust in Snake. In contrast, he has strong words for Snake whenever he does something beyond common sense.

"It's been a long time, Snake." "I consider you my friend. Please believe that." "Don't worry. It's the least I can do for you after all the lies."

MEI LING

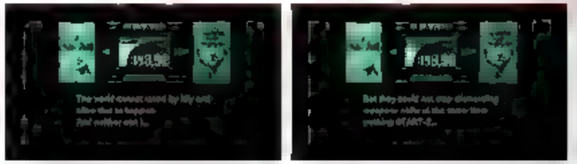
Mei Ling is in charge of saving mission data. When saving, she will give advice to Snake about a given situation through various proverbs.

"It's an honor to speak to a living legend like yourself." "C'mon... I can't believe I'm being hit on by the famous Solid Snake..." "Are you some kind of pervert? I won't let you save your mission now"

NASTASHA

As a military analyst, Nastasha has ample knowledge about war and thoughts about what is going on behind the scenes around the world, which she freely shares with Snake.

"The world cannot stand by idly and allow that to happen. And neither can I..." "I will not allow this pain and anxiety to pass on to yet another generation."



NAOMI

Naomi, both developed FOXDIE and injected it into Snake. However, while she wants revenge for what he did to her brother, Gray Fox, she has complex feelings about it all.

"Well, if you make it back in one piece, maybe I'll let you do a strip search on me." "I want to know where I came from... M-My age, my race... anything." "Humans can choose the type of life they want to live."

MILLER

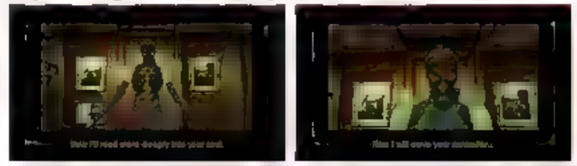
While Miller was a past survival instructor at FOXHOUND, the real Miller was actually killed by Liquid, and his character is merely Liquid in disguise.

"Listen. There's not a soldier alive that doesn't question himself. And if there is one, he's nothing more than a murderer." "Once she started to look for death, it was all over."

MANTIS

A member of FOXHOUND with psychic abilities, Mantis can read the future and controls Meryl's body to take on Snake in battle.

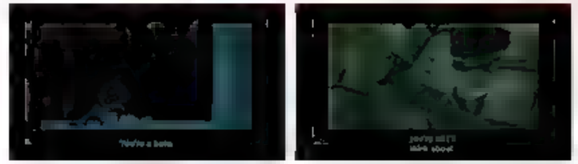
"Now I'll read more deeply into your soul." "Now I will move your controller... by the power of my will alone!!"



WOLF

With the deep y held bel ef that she will always kil what she aims at, Sniper Wo f has many lines that express her extraordinary confidence.

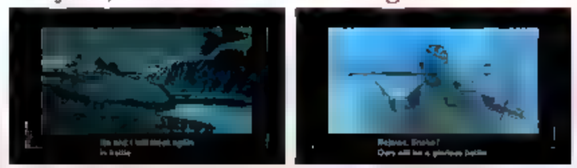
"I've left my mark on you... I won't forget it." "You're a here. Please... Set me free..."



RAVEN

In their first battle, Raven sees Snake for who he is and recognizes him as a warrior. Their second confrontation is an all-out battle requiring both physical and spiritual strength.

"Snakes don't belong in Alaska..." "Hear me, Snake! My spirit will be watching you!!" "Rejoice, Snake! Ours will be a glorious battle."



Hidden Elements

Here are 52 pieces of information, from gameplay tips, Easter eggs, completion bonuses, and more.

System

Title Screen & System

01 Change title screen background color
On the screen with the title logo, press left or right to change the color of the background.

02 Control the cameras during the briefing
During the briefing, when "CAMERA FREE" appears you can move the camera, zoom in, and zoom out. Also, when "CAMERA CHANGE" appears, in addition to the above controls, you can change cameras.

03 Playtime counter
If you pause the game, this stops the playtime counter. Playtime continues to run during cutscenes, however, so be sure to use the skip function if speedrunning the game.

The Codec

04 Campbell's advice
After starting the game, remain still to get a call from Campbell telling you to press the Crawl Button. Similarly, he will also give you advice about other parts of the game: Puddles, when near a puddle in the Cargo Dock; Searchlights, when near a searchlight at the Heliport; a Suppressor, when obtaining a weapon at the Heliport; Surveillance Cameras, when near a building surveillance camera; Trucks, when near a truck; Air Ducts, when near the Heliport main entrance; the Security System, when near a locked door; How to Walk Quietly, when on a noisy floor in the Tank Hangar; Infrared Sensors, when near infrared sensors, and much more.

05 Campbell's dialogue
Campbell's dialogue after Snake arrives at the Heliport will change depending on how long you took to board the Cargo Dock elevator.

06 Mei Ling's reactions
If you call Mei Ling and repeatedly select "Do Not Save," on the fourth time she will look disappointed. If you do this two more times, she will stick out her tongue, and will do so again on every third "Do Not Save" after this.

07 The harmfulness of cigarettes
If you equip the Cigarettes and call Campbell, Naomi will lecture Snake about the connection between cigarettes and lung cancer.

08 Cardboard Boxes A/B/C
If you equip a Cardboard Box and call Campbell or Nastasha, they will talk about Snake's past or give an overview of cardboard boxes, respectively.

09 The ladies' bathroom
In the Nuclear Warhead Storage Building B1F, there is a sequence that requires you to follow Meryl into the ladies' bathroom. Call Mei Ling or Nastasha before making contact with Meryl and they will criticize you.

10 If you listen to Meryl
When Meryl is shot in the Underground Passage, if you do as she tells you and you shoot her, Campbell and the others will tear you a new one.

11 Underground Passage dialogue differences
There is a flashback scene when you return to the Underground Passage after the first Wolf battle. The dialogue here changes depending on whether you resisted or submitted during the torture event.

12 Saving before the torture event
If you haven't saved before Ocelot's torture event, Mei Ling will advise you to do so. If you still don't save, Ocelot's dialogue before the torture will change.

13 Monaural or stereo?
Over the course of calling Campbell during the Hind D battle, he will tell you to use the sound of the helicopter's rotors to determine the direction it will approach from. However, if you have the game's audio set to monaural in the Options menu, your support crew will react in disbelief.

14 Nastasha's past
After the Hind D battle, call Nastasha and she will open up about her past.

15 Killing small animals
If you kill small animals like rats or ravens, your support crew will scold you.

Techniques

16 Calling elevators quickly
When calling an elevator, press the button twice to make it arrive quicker.

17 Where to obtain the Cardboard Boxes
Box A: Tank Hangar 2F northwest room. Box B: Nuclear Warhead Storage Building B1. Box C: Snowfield west room.

18 Cardboard Box special uses ①
In the Caves, if you strike Meryl then immediately equip a Cardboard Box, one of the wolf dogs will urinate on the box. From this point on, they will no longer attack you while the Cardboard Box is equipped.

19 Cardboard Box special uses ②
Equip a Cardboard Box in the back of a truck and wait about 7 seconds. You will be transported to the destination written on the box, allowing you to fast travel.

20 Easy ways of defeating Sniper Wolf
The first involves the Nikita. Its missiles will continue to move forward along any gentle slopes, and it can be fired from cover, making it possible to attack Wolf from a safe position. The second involves Stinger missiles. On top of them letting you search for Wolf's position just by readying the launcher, it will lock on to her even if she isn't visible. Also, even if Wolf is hiding behind a tree she will still take damage from the blast wave, and a greater amount of it too.

21 Blast Furnace crane
Normally you have to avoid the crane, but you can also destroy it with a Stinger missile.

22 Defeating Liquid with combos
After punching Liquid once, you can sneak in another one while he is bent backward from it. If your inputs are too fast you will do the punch-punch-kick combo, while if your inputs are too slow he will have i-frames, but if your timing is just right, you can defeat him solely with punches.

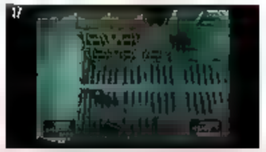
Easter Eggs

23 Additional briefing footage
Select "BRIEFING" at the title screen to see videos of Snake being briefed on his mission. If you select "EXIT" after the first video plays, you get to see a secret tape.

24 Cutscene changes depending on which duct you use
① If you enter the duct on the first floor of the Heliport and continue ahead to the end, you will hear info about where to obtain the SOCOM pistol. This does not occur if you have already obtained it. ② If you enter the duct on the second floor of the Heliport, you will hear info about the DARPA Chief's location. If you haven't yet made contact with him, you can re-enter the Tank Hangar through the other duct and see both cutscenes.

25 Johnny Sasak's first appearance
After heading down from the Tank Hangar and through the duct to the Chief's cell, on the way you can see a guard (Johnny Sasaki) sitting on the toilet. After this, he is soon knocked out by a mysterious soldier (Meryl) and stripped of his uniform and gear. Johnny later guards the Medical Room, but, perhaps due to the stress of the earlier encounter, his diarrhea has worsened. If you try to escape without killing him or knocking him out he runs to the toilet. If you knock on the toilet door you will hear his woeful cries. Additionally, if you make contact with him, you can end up catching his cold. If you do, be sure to grab the Cold Medicine from Nuclear Warhead Storage Building B1, otherwise the sounds of your sneezes may alert the guards.

26 Meryl exercising in her cell



You can also get a look at Meryl as you make your way through the duct to the Chief's cell. Initially, she is doing sit-ups ① on the bed, but if you exit and re-enter the duct, her exercising changes as follows: ② one-arm push-ups→ ③ stretching→ ④ sit-ups in her underwear→ ⑤ one-arm push-ups in her underwear→ ⑥ stretching in her underwear. After this, the sequence repeats from ①.

27 Meryl standing in wait

After the DARPA Chief's death, if you look out the cell in First Person View Mode, you can get a sneak peek at Meryl waiting to ambush you beside the door.

28 Changes in the cutscene where you meet Meryl

After the DARPA Chief's death, when Meryl gets the drop on you, Snake whips out his SOCOM pistol in the blink of an eye—if you've obtained it. If you haven't, he grabs the barrel of Meryl's gun instead.

29 Kill President Baker before the battle

You can actually shoot and kill President Baker from the corridor outside the room where he is being held. Naturally, this results in an instant game over, complete with Ocelot—who is waiting to ambush Snake—mocking you.

30 Ocelot battle dialogue

If you get a game over and have to continue five or more times in the Ocelot battle, his post-battle dialogue changes.

31 The Cyborg Ninja's mutterings

In the long corridor outside Otacon's lab, you can hear unsettling mutterings coming from the Ninja. These are actually station names on the Myoken Line of the Nose Electric Railway that links Osaka and Hyogo. The stations, which are spoken rapidly, are: Kawanishi-noseguchi, Kinunobebashi, Takiyama, Uguisunomori, Tsuzumigataki, Tada, Hirano, Ichinotorii, Uneno, Yamashita, Sasabe, Kofudai, Tokiwadai, and Myokenguchi. Also, when the Ninja is attacked by Snake during their battle and goes into a frenzy, he mutters "adenine, guanine, thymine, cytosine..."—the four bases found in DNA molecules.

32 Otacon's screams

During the Cyborg Ninja battle, knock on the locker Otacon is hiding in and he will scream.

33 Meryl in her underwear

In the Nuclear Warhead Storage Building B1F, after discovering Meryl in disguise and following her into the ladies' bathroom, make it to the stall in the back within 5 seconds and Meryl won't have had time to fully change—she will be in her underwear in the cutscene that follows.

34 Meryl gets embarrassed

After linking up with Meryl, stare at her in First Person View Mode and her face will gradually turn redder and redder. If you attack Meryl, she will slap you in return. If you try to escape by crawling, she will kick you.

35 The hand dryer

There is a hand dryer near the entrance to the bathroom. Approach it to hear it switch on.

36 Psycho Mantis's mind reading

Mantis's lines change according to how you have played the game up until this point (number of saves, number of alerts, number of traps triggered). He even reads your save data, accurately naming titles of games you have played before.

37 The Mantis battle

When Mantis yells "Blackout!" the screen will go completely black, but returns to normal in about 5 seconds. The trick to fighting him is to use the Player 2 controller port, but your attacks will still hit Mantis while using the Player 1 port if you fulfill the following conditions. ① Use the Player 1 port, and continue to call Campbell until he suggests you use the Player 2 port. ② After dying and continuing, call Campbell again and hear the advice about destroying the statues. ③ Destroy the statues.

38 Ocelot's torture

Ocelot administers his electroshock torture three times in a round. After each round you are returned to the cell in the Medical Room, then the process repeats. If you submit to the torture you are returned to the cell, whereupon you can escape. If you escape after surviving all five rounds of torture, when you retrieve your equipment you get the maximum amount of consumable items. Just note that there will be a bomb among your items, so be sure to dispose of it quickly. If you fail to escape but continue to survive the torture, eventually the Cyborg Ninja appears and destroys the cell door.

39 The parachute in the tree

Head to the right just after leaving the Communications Tower and look at the forest in First Person View Mode. You will see a parachute hanging from a tree, and a call from Campbell will reveal why it is there.

40 Additional Raven dialogue

If you have killed ravens before the second Raven battle, he will say "How dare you kill my friends..." before the fight begins.

41 Recovering the dropped PAL Key

This sequence unfolds one of two ways, depending on how you have played the game. Normally, you use the Mine Detector to search for the key after it falls into the drainage ditch, but if you have been spotted by the enemy fewer than 10 times by this point, a rat will swallow the key. It uses the ducts to get around, so you will have to use C4 or Claymores to kill it and get the key back.

42 Liquid all fired up

After inputting all three PAL Keys and leaving the Control Room, you can see Liquid run past. Instead of following him, use the Binoculars or Camera to observe him from in front of the Control Room and you can see him slapping himself in the face to psyche himself up for battle.

43 Snake can't shoot Gray Fox

After the Cyborg Ninja intervenes in the Metal Gear REX battle, there comes a point when you have to contend with firing a Stinger missile to destroy REX, and the Ninja along with it. If you don't shoot, the game automatically progresses anyway, but if you try to fire, Snake will say "It's no good, I can't do it," refusing to launch the missile.

44 The countdown is meaningless

At the end of the game comes the jeep escape sequence. The screen shows a countdown until the base is bombed, but Campbell ends up putting a stop to the air raid, so it is effectively meaningless—you can let the timer run out and it will not result in a game over.

45 Writing on the lab door

The door to Otacon's lab in the Nuclear Warhead Storage Building B2F has "HAL's labo, keep out!" written on it.

46 Moai statue

After entering the Nuclear Warhead Storage Building B1F poison gas area, enter the first room (right side of screen), and there will be a Moai statue sitting on a desk.

47 Otacon's possessions

In his lab Otacon has *Policenauts*[1] posters and other sorts of items that hint at his otaku interests.

48 Mei Ling's proverbs

The proverbs that Mei Ling shares when she saves your game change as the game progresses. The following is a breakdown of what she says and when. •Opening section: "The graveyards are full of indispensable men" "He who knows that enough is enough will always have enough." "Nought's had, all's spent, where our desire is got without content." "You must cross the river before you tell the crocodile he has bad breath." "Friendly counsel cuts off many foes" "If there are more wolves, the people are eaten; if there are more people, the wolves are eaten." •After meeting Meryl: "The cautious seldom err." •After meeting Otacon: "Rashness brings success to few, misfortune to many." "It is the strong swimmer who most often drowns." "The mind cannot be in two places at once." "Gather ye rosebuds while ye may, old time is still aflying, and this same flower, that smiles today, tomorrow will be dying." "Solitude sometimes is best society, and short retirement urges sweet return." "The proud man does not eat rotting meat even when hungry, nor steal water from another's well when he thirsts." "Once the fox gets his nose in, he'll soon find a way to make his body follow." "He who is firm in will molds the world to himself." •After meeting Otacon (before saving): "A scholar who cherishes the love of

[1] *Policenauts*: an adventure game first released in July 1994.

comfort is not fit to be deemed a scholar."
•After Hind D battle: "When walking through a melon patch, don't adjust your sandals." "The snake, knowing itself, strikes swiftly." "Win any way you can. Nice guys finish last." "I'll fight, till from my bones my flesh be hack'd, give me my armor." "War he sung, is toil and trouble; honor but an empty bubble." "Come, what come may, time and the hour runs through the roughest day." "How do I love thee? Let me count the ways..."

48 Mei Ling's proverbs (cont'd)

•After Wolf battle (before saving): "It's better to live ugly than to die beautiful." •After Mantis battle but before Meryl is shot (conversation before saving): "The tongues of dying men enforce attention, like deep harmony." •After smoking a cigarette and being warned by Naomi: "He that cuts off twenty years of life cuts off so many years of fearing death." •After catching a cold and calling Campbell: "O, he's a limb, that has but a disease; mortal, to cut it off; to cure it easy." "This sickness doth infect. The very life-blood of our enterprise."

49 Nastasha's analyses

If you contact Nastasha at a certain point in the game, or while having a piece of equipment equipped, she will the thing in question in detail. Nuclear weapons (game opening) / Stun Grenades (equipped) / Chaff Grenades (equipped) / SOCOM pistol (equipped) / nuclear launch systems (after DARPA Chief's death) / C4 (equipped) / Grenades (equipped) / nuclear issues (after Ocelot battle) / Cigarettes (Armory, Room 6) / FAMAS (equipped) / Suppressor (equipped) / Cardboard Box (equipped) / Claymores (equipped) / M1 tank (M1 tank battle) / nuclear materials (Nuclear Warhead Storage Building) / Nikita (equipped) / Gas Mask (equipped) / nuclear tests and nuclear strategy (after Cyborg Ninja battle) / mental disorders caused by war (before Commander's Room) / modern warfare (after Mantis battle) / PSG1 (equipped) / nuclear disarmament movement (Medical Room until escaping) / Hind D (after destruction of Communications Tower roof antenna) / Stinger Missiles (equipped) / her past (after Hind D battle) / nuclear strategy (after Hind D battle, normal gameplay) / Raven's Vulcan cannon (during Raven battle) / frameworks and principles behind nuclear reactors and nuclear weapons (Underground Base 1F)

Post-Completion

50 Code name requirements

As there are many code names, we will only introduce the top four.

•Big Boss: Play on Extreme difficulty, clearing the game in less than three hours without any Continues, being discovered less than four times, killing less than 25 enemies, and using a maximum of one ration.

•Fox: Play on Hard difficulty, clearing the game in less than three hours without any Continues, being discovered less than four times, killing less than 25 enemies, and using a maximum of one ration.

•Doberman: Play on Normal difficulty, clearing the game in less than three hours without any Continues, being discovered less than four times, killing less than 25 enemies, and using a maximum of one ration.

•Hound: Play on Easy difficulty, clearing the game in less than three hours without any Continues, being discovered less than four times, killing less than 25 enemies, and using a maximum of one ration.

Changes After First Completion

51 In-game changes

After completing the game once, you can play the game a second time by loading completed save data. From the second playthrough on, the camera angle when Snake stands up at the Cargo Dock is different, and if you play the game again after escaping with Meryl and Otacon on separate playthroughs, the Cyborg Ninja will have a red body.

52 Special items

Survive Ocelot's torture and Meryl will accompany Snake in the ending, giving him the Infinity Bandana. If you give in to Ocelot's torture, Otacon will be with Snake instead, and he gives him his Stealth Camo.

53

◀Using either or both special items greatly reduces the games's difficulty.

Bonus Section

Complete Ghost Photo Guide

You can use the Camera to capture photos of ghosts haunting specific spots in the game. All 42 locations are detailed below.

How to Capture

Once you have the Level 4 ID Card, return to Armory South to get the Camera. If you already have game clear save data where you have the Camera, you can use it from the start of the game. In addition to using the Camera to take regular photos, you can also use it to capture ghost photos in 42 locations.

☐	NO.	Area Name	Details
☐	01	Cargo Dock	From land, photograph the water Snake swam through.
☐	02	Heliport	The horizon while looking toward the ocean.
☐	03	Heliport	The sky above the Tank Hangar.
☐	04	Heliport	The Genome Soldier sleeping in front of the 1F duct.
☐	05	Heliport	The area near the security camera on the right side of the Tank Hangar.
☐	06	Tank Hangar	The dead end in the 2F duct.
☐	07	Tank Hangar	In front of the open elevator.
☐	08	Cell	The body of the DARPA Chief.
☐	09	Cell	The unconscious guard, Johnny Sasaki, in his underwear.
☐	10	Armory South	The wall a little to the left of where President Baker died.
☐	11	Armory South	The column President Baker was tied to.
☐	12	Armory South	The south wall of the hidden room where you found the Camera.
☐	13	Canyon	The rock face Snake hides behind at the start of the M1 Tank battle.
☐	14	Canyon	The rock face behind the water tank to the northeast.
☐	15	Nuclear Warhead Storage Building	Lower corner of the elevator.
☐	16	Nuclear Warhead Storage Building	The nose portions of the nuclear warheads.
☐	17	Nuclear Warhead Storage Building B1F	The steam from the soldier peeing in the men's bathroom.
☐	18	Nuclear Warhead Storage Building B2F	The mirrors in the women's bathroom.
☐	19	Nuclear Warhead Storage Building B2F	Face the entrance to the area and photograph the electrified floor in its entirety.
☐	20	Nuclear Warhead Storage Building B2F	The dead soldier at the corner of the hallway.
☐	21	Nuclear Warhead Storage Building B2F	The framed *Policenauts* poster on the right in Otacon's lab.
☐	22	Nuclear Warhead Storage Building B2F	The left-most part of the glass surrounding the supercomputers in Otacon's lab.
☐	23	Nuclear Warhead Storage Building B1F	The five framed pictures in the Commander's Room.
☐	24	Cave	After crawling into the cave, turn around and photograph the crawlspace.
☐	25	Cave	Crouch and photograph the puddle in the middle.
☐	26	Underground Passageway	The blood left behind after Meryl is shot.
☐	27	Underground Passageway	The second floor column in the middle of Sniper Wolf's sniping position.
☐	28	Medical Room	The DARPA Chief's left foot while close to the right wall.
☐	29	Medical Room	In the direction of the Chief's body from behind the torture device.
☐	30	Communications Tower A	The right side of the destroyed antenna pillar.
☐	31	Walkway	Photograph the darkness below (the left side, from the perspective of Communications Tower A).
☐	32	Snowfield	Look down at the stairs in the building to the north.
☐	33	Blast Furnace	The wall slightly to the left of the crane.
☐	34	Blast Furnace	The dead end in the Boiler Room.
☐	35	Cargo Elevator	Photograph the darkness from the protrusion of the first elevator.
☐	36	Cargo Elevator[1]	The wall where the second elevator is located.
☐	37	Cargo Elevator	Look toward the entrance to the Underground Warehouse on the bottom floor.
☐	38	Underground Warehouse	The containers in the middle of the room.
☐	39	Underground Warehouse North	The waterfall below the gun cameras.
☐	40	Underground Base 3F	The tip of Metal Gear REX's rail gun.
☐	41	Control Room	The entirety of the satellite map.
☐	42	Underground Shipping Route	The top of the metal barrels to the southwest.

[1]This photo cannot be taken in the European release of the game.

The Digital Documents of the

METAL GEAR ARCHIVE

FILE:01

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

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